NOT JUST ANOTHER REVIEW MAGAZINE!

CRASH

ZX SPECTRUM

A NEWSFIELD PUBLICATION
NO.57 OCTOBER 1988

£1.25
DM 9.00

LEADERBOARD PAR 3
Time fore tee

GOLD, SILVER, BRONZE
The Spectrum Olympics

JOE BLADE II
Hero of the future

COMPUTERS IN TV
Are you Wide Awake for a Knightmare of a feature?

VERY ORIGINAL?
Are we all out of ideas?

EXTRA MAG!!

ALL TIME GREATS
We travel the years and pick out the definitive CRASH guide to the Spectrum classics!

GIVEAWAY GOODIES!!
- ★ SONY WATCHMAN!
- ★ CUDDLY GORILLA!
- ★ £300 SPENDING MONEY!
- ★ COMPACT DISC PLAYER!
- ★ CANON CAMERA!
- ★ T-SHIRTS, POSTERS, HUNDREDS OF GAMES!

EXPLORATION OF THE COSMOS

ECHELON

Only the chosen few are trained to operate the Lockhead C-104 Tomahawk – the 21st century's most awesome combat and exploration vehicle.

Only the chosen few experience the excitement and thrill of three dimensional graphics, the delicate manoeuvring of spacecraft and remote pilot vehicles and the cut and thrust of intergalactic combat.

Only the chosen few have the opportunity to undertake a journey with the most advanced space flight simulator known to man.

Only the chosen few are selected for .....

ECHELON™

CBM 64/128
TAPE £12.99 DISK £14.99

SPECTRUM
TAPE £9.99 +3 DISK £12.99

AMSTRAD
TAPE £12.99 DISK £14.99

PC £24.99 AMIGA £24.99

™ ACCESS
Software Incorporated

Can you live with the reality of .....

ECHELON™

SCREEN SHOTS FROM CBM VERSION.

"ILLUSTRATION: PETER ANDREW JONES.
COPYRIGHT: SOLAR WIND LTD."

© 1987 Access Software Inc.

U.S. GOLD®

U.S. Gold Ltd., Units 2/3 Holford Way,
Holford, Birmingham B6 7AX.
Tel: 021 356 3388

CRASH

CONTENTS

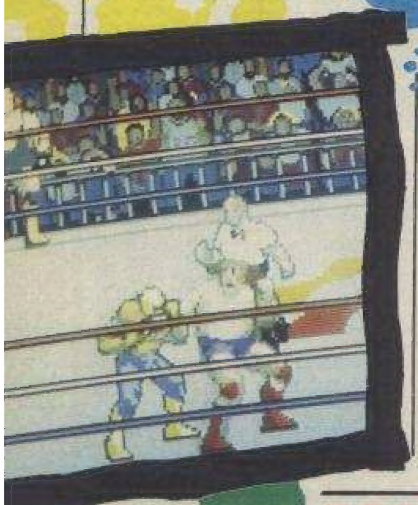
NEW IDEAS, OLD CONCEPTS

Where have all the ideas gone? In the olden days, when the Spectrum was just a rubber board that you kept on coming back to, ideas were freely flowing from the minds of excited young programmers. What has happened to these ideas? Where has all the originality gone?
Find out on page 35

We usually wake up to it. On returning home from school it's more than often the first thing we turn to. Then the rest of the day is probably spent infront of it. What is it? The television, of course. Computers are infiltrating the TV production studios. How, you may ask?
Find out on page 66

FREE ALL-TIME GREATS BOOKLET

In this month's FREE booklet, we take a look at the greatest Spectrum games of all-time. Flick through the 16 pages of memory-stirring screen shots and didactic comment. It's probably our greatest booklet yet! Make sure yours hasn't slipped out.



TOSS OF THE COIN

We're all going on a summer holiday . . . No more worries for a week or two. Well not unless your name's MARK CASWELL or PHIL KING. It was these two gentlemen who travelled to rain-drenched Blackpool to find out the top coin-ops of the summer. We expose the games that you'll find when you pop in to your local arcade. What are they?
Find out on page 75

We have all wanted to ask an important software industry personality a few things or two at one time or another. How did they get a certain film licence, or perhaps, how do they continue to produce such high quality software. So how can you get these questions to the people in the highest echelons of power? Well we'll help you do it!
Find out on page 101

DO IT YOURSELF

32 **BE A STAR MAKER . . .**
. . . and win a mad day out with £100 spending money!

65 **GET DOUBLE VISION . . .**
. . . and win a Sony Watchman portable TV

69 **DON'T BE CAMERA SHY . . .**
. . . win a fabulous Canon camera, not very like Raf's

94 **OO OO AND GO BANANAS . . .**
. . . win a luverly cuddly gorilla (arh)

113 **GET COMPACT . . .**
. . . and visit Softek International for a super prize

REGULARS

8 NEWS
37 LLOYD MANGRAM'S FORUM
43 ADVENTURE TRAIL
49 NICK ROBERTS'S PLAYING TIPS
62 ON THE SCREEN
66 COMPUTERS IN TV
71 COMMS
72 CECCO'S LOG
75 ARCADE ACTION
79 TECH NICHE
101 OPEN TO QUESTION
105 SCORES
111 CHARTS
112 PREVIEWS
118 ET AL
120 JETMAN

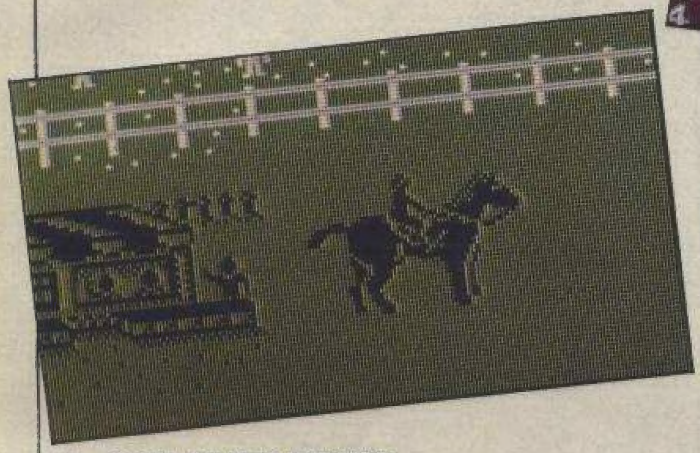
ISSUE 58
ON SALE
OCTOBER 20

Sorry folks, bit of a rush this month. First of all my Apricot blows up and then Jetman doesn't arrive because of the postal strike. Oh well, at least I've got my new car! Hope you like the booklet. Next month's issue is going to be something to look forward to!
All the best...
Dominic Handy

REVIEWS

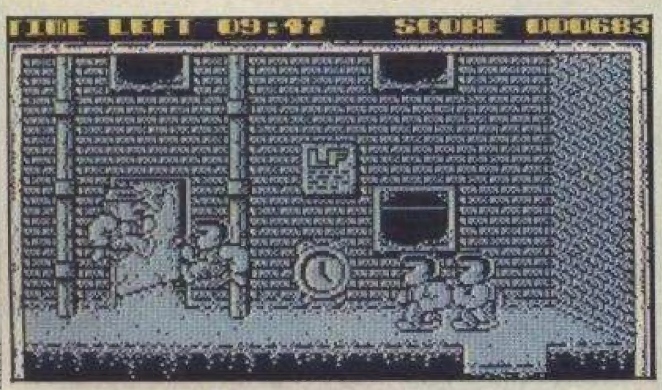
Octoberish games for . . . well . . . OCTOBER
SMASHED!

84 ***ALIEN SYNDROME***
From the edge of reality comes another Ace game

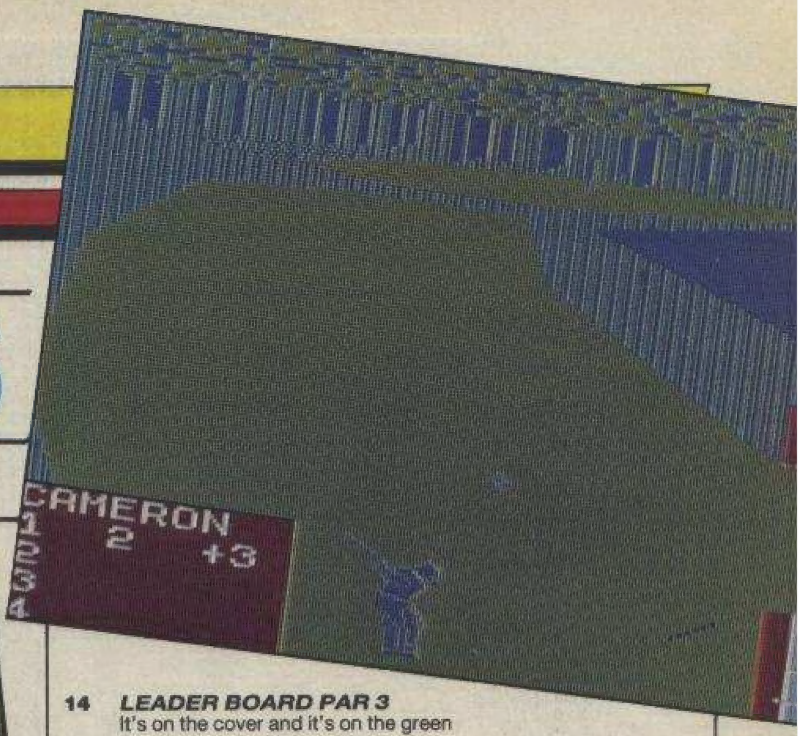


28 ***GOLD, SILVER, BRONZE***
More sporting action from Epyx. Will they ever give up? We hope not!

90 ***INTENSITY***
Compulsive space action from Graftgold and Firebird



30 ***JOE BLADE II***
The cutting edge of budget software



14 ***LEADER BOARD PAR 3***
It's on the cover and it's on the green

HOT SHOTS
80% and over . . .

18 ***THE BOBBY YAZZ SHOW***
The world's destiny lies in this one TV show

86 ***CYBERNOID II***
Not quite a Smash, but still amazing!

13 ***SAMURAI WARRIOR***
Usagi and a few of his mates go and kick ass in Japan

20 ***THE VINDICATOR***
Sounds a bit violent, if you ask me

FULL INDEX

87 ***1943*** Capcom
84 ***Alien Syndrome*** Ace
18 ***The Bobby Yazz Show*** Destiny
86 ***Cybernoid II*** Hewson
28 ***Gold, Silver, Bronze*** Epyx
90 ***Intensity*** Firebird
30 ***Joe Blade II*** Players
14 ***Leader Board Par 3*** US Gold
92 ***Pink Panther*** Gremlin Graphics
92 ***Professional BMX Simulator*** Code Masters Plus
13 ***Samurai Warrior*** Firebird
24 ***Soldier Of Fortune*** Firebird
24 ***The Train*** Accolade

ADVERTISERS' INDEX

Advertising Standards Authority 104, 106
Bargain Software 102
Bits And Bytes 48
Boots 31
Castle Computers 64
Datel 88-89
E & J Software 104
Electronic Services 106
Evesham Micros 93
Grandslam 12
Gremlin Graphics 10-11, 26-27, 74
Hewson 17
Ideal Games 106
Kobrahsoft 104
Mandarin 51
Mega Save 104
MicroProse 21, 55
Miles Gordon Technology 83
Mirrorsoft 18-19
Ocean 34, 41, 61, 124
Official Secrets 104
Romantic Robot 100
Silica Shop 115
Telecomsoft 42
Tribridge 93
US Gold 2-3, 6-7, 22-23, 36, 46-47, 56-57, 122-123
Video Vault 70
Worldwide Software 106

EDITORIAL *47 Gravel Hill, Ludlow, Shropshire SY8 1QS* ☎ 0584 5851/2/3 **Editor:** Dominic Handy **Sub Editors:** Barnaby Page, David Peters **Staff Writers:** Mark Caswell, Philip King, Lloyd Mangram, Nick Roberts **Photography:** Cameron Pound, Michael Parkinson **Contributors:** Jon Bates, Raffaele Cecco, Andrew Chapman, Ian Cull, Paul Evans, Ian Phillipson, Paul Sumner **PRODUCTION** *1/2 King Street, Ludlow, Shropshire SY8 1AQ* ☎ 0584 5851/2/3 **Production Manager:** Jonathan Rignall **Reprographics Supervisor:** Matthew Uffindell **Art Director:** Mark Kendrick **Assistant Art Director:** Wayne Allen **Production Team:** Ian Chubb, Melvin Fisher, Robert Hamilton, Robert Millichamp, Tim Morris, Yvonne Priest **Editorial Director:** Roger Kean **Publisher:** Geoff Grimes **Advertisement Manager:** Roger Bennett **Sales Executives:** Andrew Smales, Sarah Chapman **Assistant:** Jackie Morris ☎ (0584) 4603 **OR** (0584) 5852 **MAIL ORDER** Carol Kinsey **SUBSCRIPTIONS:** Denise Roberts *PO Box 20, Ludlow, Shropshire SY8 1DB* Typeset by the **Tortoise Shell Press**, *Ludlow*. Colour origination by **Scan Studios**, *St Alban's Place, London N1*. Printed in England by **Carlisle Web Offset**, *Newtown Trading Estate, Carlisle, Cumbria CA2 7NR* – a member of the BPCC Group. Distribution by **COMAG**, *Tavistock Road, West Drayton, Middlesex*.

COMPETITION RULES The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners names will appear in a later issue of CRASH. No correspondence can be entered into regarding the competitions (unless we're written to you stating that you have won a prize and it doesn't turn up, in which case drop The Sticky Solutions Department a line at the PO Box 10 address). No person who has any relationship, no matter how remote, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions. No material may be reproduced in part or in whole without the written consent of the copyright-holders. We cannot undertake to return anything sent into CRASH incl. ding written and photographic material, hardware or software – unless it is accompanied by a suitably stamped, addressed envelope. Unsolicited written or photographic material is welcome, and if used in the magazine is paid for at our current rates.

CRASH ZX SPECTRUM

ABC
TOTAL: 96,590
UK/EIRE: 90,822

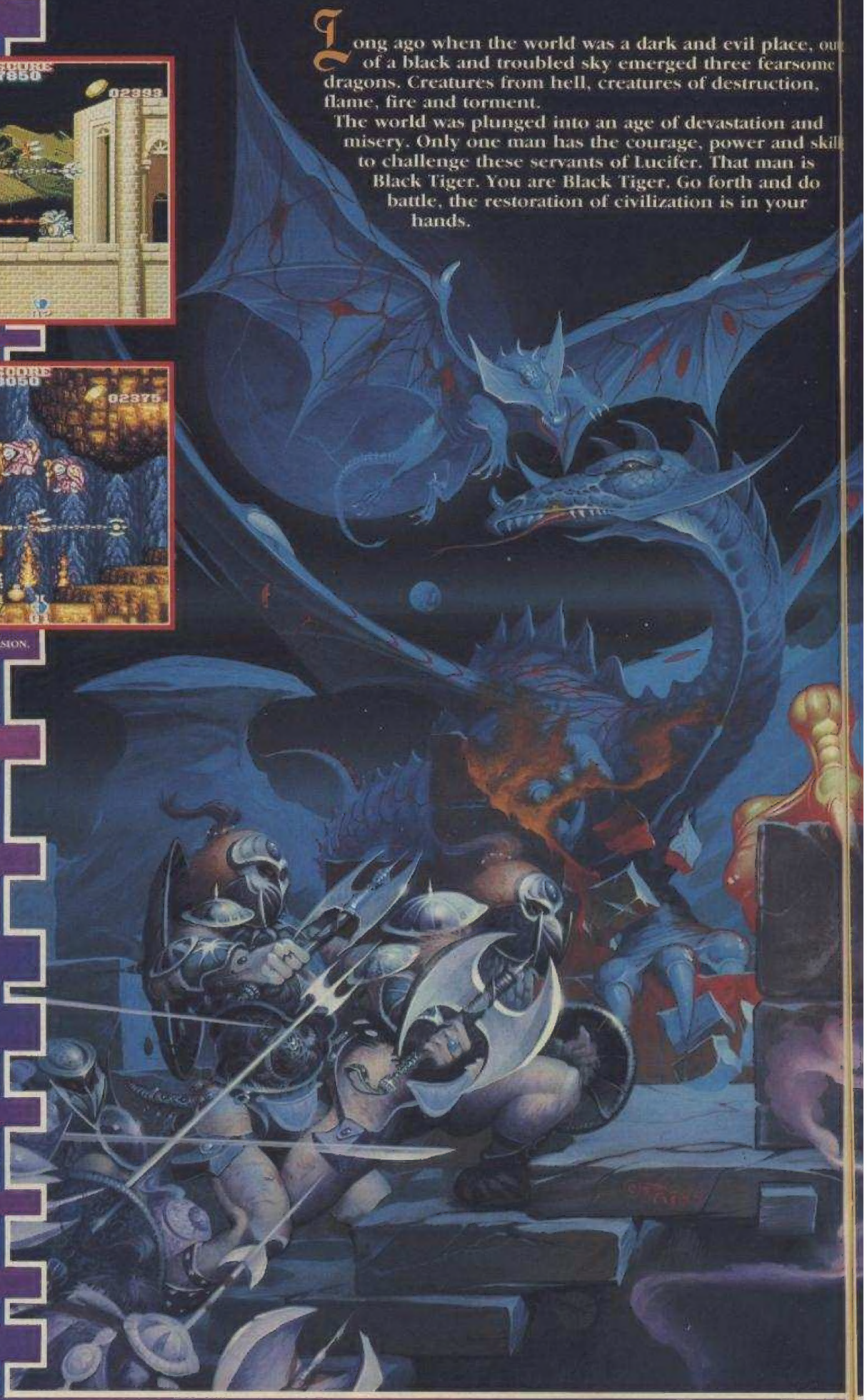
© Crash Ltd. 1988

COVER DESIGN & ILLUSTRATION BY OLIVER FREY

SCREEN SHOTS FROM ARCADE VERSION.

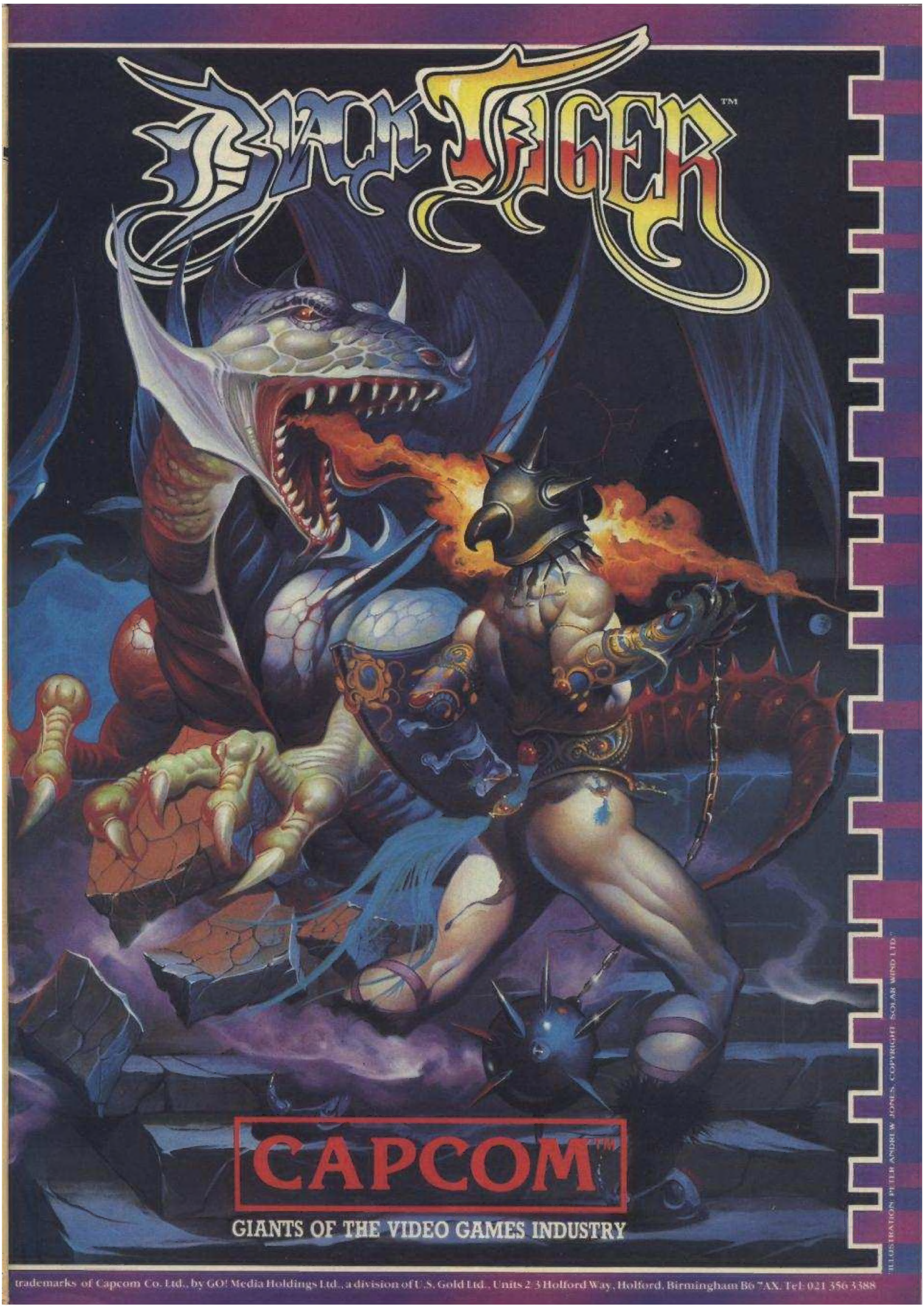
Long ago when the world was a dark and evil place, out of a black and troubled sky emerged three fearsome dragons. Creatures from hell, creatures of destruction, flame, fire and torment.

The world was plunged into an age of devastation and misery. Only one man has the courage, power and skill to challenge these servants of Lucifer. That man is Black Tiger. You are Black Tiger. Go forth and do battle, the restoration of civilization is in your hands.



SPECTRUM 48/128K
£8.99 tape
+3 £12.99 disk
AMSTRAD
£9.99 tape
£14.99 disk
CBM 64/128
£9.99 tape
£14.99 disk
ATARI ST
£19.99 disk
AMIGA
£24.99 disk

© 1988 CAPCOM CO. LTD. Manufactured under licence from Capcom Co. Ltd., Japan. Black Tiger™ and CAPCOM™ are



trademarks of Capcom Co. Ltd., by GO! Media Holdings Ltd., a division of U.S. Gold Ltd. Units 2-3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

NEWS

WRANGLER

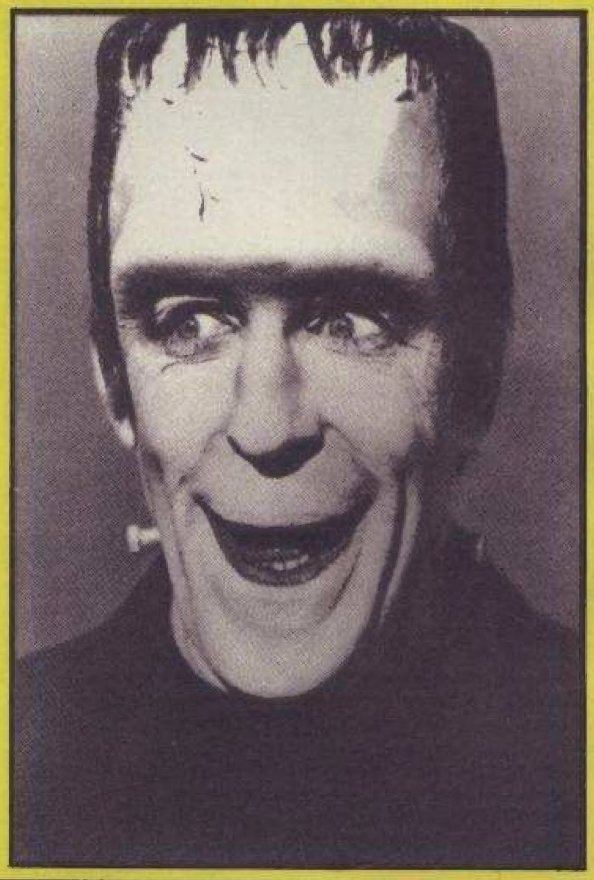
POOR OLD Dave Baxter at **Rainbow Arts** in Birmingham has been having a bad old time of it recently. Remember *The Great Giana Sisters*, which we gave a CRASH Smash in Issue 55? Well, if you've been scouring the streets for it, stop! It seems that Rainbow Arts are having a bit of trouble with Nintendo (producers of *Super Mario Bros*): 'Nintendo are getting heavy', says Mr Baxter. And chances of a Spectrum release are 'a little bit bleak, to say the least!'. Pity, just as GO! were starting to get back on the right track again (with Capcom's *Bionic Commando*, *Street Fighter* and RA's *TGGS*) some big-headed company puts the heavies on them.

And it doesn't finish there! Rainbow Arts' next scheduled release, *Katakis*, has also had the brakes put on it and will never see the light of day. **Activision** reckon it looks a bit too much like *R-Type*, and they want all the *R-Type* buyers to themselves (greedy sorts). In fact Activision are so worried that somebody might copy the 'look and feel' of *R-Type* that they've threatened anyone who thinks about a clone with legal action. So what does 'look and feel' mean guys? Anyway, it's just not cricket, is it?

So what scandal is Dave Baxter coming up with for Capcom's Christmas release *LED Storm*? 'Programmers in eight-year-old virgin shock!'?

AGAIN, AGAIN

IT'S TIME FOR yet another new label from Pontefract-based **Alternative Software**. This month heralds the start of **Again, Again** – their first full-price label. The lead release will be *The Munsters*, based on the C4 American TV series (which, fact fiends, has been running for almost nigh on two decades). Should be out for the end of November.



SUM YOU WIN

NEW BUDGET house Summit is currently offering a 'collector's prize' of a complete set of old mint-condition coins for the winner of a free-to-enter competition. The reason for this strange choice of prize? Well, Summit boss **Roger Hulley**'s father was the inventor of a popular 1930s card game after which the company was named. This old game was based on the pre-decimalisation currency system of pounds, shillings and pence (those were the days – Ed). What the entrants must try and figure out is how much £2.99 (the price of Summit games) equates to in 'old' money. The answer must be written on the back of a postcard and sent to **Summit Software, c/o Solution PR, *2 Wellingtonia Court, Varndean Drive, Brighton BN1 6TD*** by October 15.

PLAY IT AGAIN, SIM

DIGITAL INTEGRATION have got a new game coming out. And guess what? It's a simulator, a flight simulator! Well, with both the directors of DI originally coming from the Ministry of Defence what more did you expect? It's called *F-16 Combat Pilot* and is very complicated. So now you know!

FAST SINK PIRATES

FAST, THE DILIGENT anti-piracy organisation recently took part in a raid that seized the largest value of pirated goods to date. Over 3000 counterfeit ST, Amiga and PC software disks worth over £100,000 were netted when the Glasgow CID conducted the massive raid.

Electronic Arts, US Gold, Elite, Microprose and Ocean were all on hand to help. The enquiries leading to the seizure took over a year to complete, emphasising the determined attitude of the whole software industry in stamping out piracy.

LICENSED TO SELL

MEDIAGENIC HAVE RECENTLY signed a deal with **Sega**, giving them exclusive conversion rights to five of the arcade giant's latest coin-ops. These are *Galaxy Force* (a fast 3-D space shoot-'em-up in the mould of *Afterburner*), *Altered Beast* (take a look at it in this month's arcade feature), *Sonic Boom* (in which the player pilots a fighter plane), *Hot Rod* (surprise, surprise . . . yet another driving game) and *Ace Attacker* (a volleyball simulation – dig that!). The five lucrative titles will be divided between Mediagenic's two labels, **Electric Dreams** and **Activision**, and will all be released during 1989.

Also scheduled for release next year is Mediagenic's license of the film *Die Hard*, starring Bruce Willis as a New York cop trying to rescue a group of hostages. Meanwhile, Mediagenic are taking the unusual step of using a national TV campaign to promote their Autumn releases, *Afterburner*, *SDI* and *R-Type*.

THE NAME'S BOND

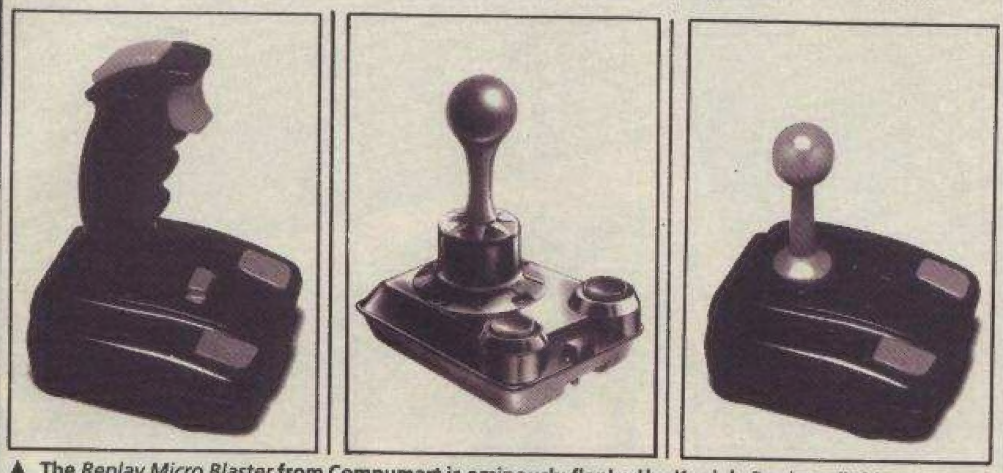
IN A SURPRISE move, **Domark** and **Elite** are jointly releasing the latest Bond game, *Live And Let Die*. The reason for this unusual link-up is due to Domark's disappointment with their own in-house version of the licence. After hearing about a speedboat game being developed by Elite (originally titled *Aquablast*), they inquired about the possibility of using this game for the licence. Elite were happy to let Domark market their game under the lucrative, licensed title and will receive equal billing on the packaging.

Although both software houses have stressed that this is purely a one-off deal, **Mark Strachan** of Domark hinted that there could be future collaboration between the two firms if this project is exceptionally successful.

BATTLE OF THE JOYSTICKS

BOTH KONIX AND Compumart have announced the arrival of brand-new joysticks. South Wales-based Konix, the makers of the popular *Speed King*, revealed two new 'desk-top' joysticks at the recent PC Show. *The Predator*, which is likely to retail at just under £13, is slightly larger than its 'little brother' *The Megablaster*, which should cost under £8. Although the two sticks appear fairly similar, the main difference between them is internal. The Predator uses micro-switches while the Megablaster is operated by a 'more traditional mechanism'. Both sticks are compatible with all Spectrums, including the +2s and 3s.

Meanwhile Compumart have the exclusive rights to distribute the *Replay Micro Blaster* in the UK. The red and black stick is operated by eight micro-switches and features a rapid fire option and a steel shaft. Compumart claim that the *Micro Blaster* came joint first in an independent survey of 15 leading joysticks. The stick costs £12.95 and is guaranteed for 12 months.



▲ **The *Replay Micro Blaster* from Compumart is ominously flanked by Konix's *Predator* (left) and *Megablaster* (right)**

POWER HOUSE SHUTDOWN

ASPIRING BUDGET software firm **The Power House** have mysteriously gone bust, owing massive debts to their associates. Relations had already soured between them and their German distributors **Ariolasoft** after legal problems.

The Power House label was sold only this February by **CRL** (who must be pleased that they got out just in time) to ambitious entrepreneur, **Ashley Hildebrandt** and partners. The new owners had hoped to clean up the lacklustre image of the budget house.

Ironically, only recently Hildebrandt boasted of over quarter of a million sales since the takeover – the sinking of the firm seems to have tightened his tongue as he declined to comment on the reasons for the surprising shutdown. Meanwhile The Power House's creditors (including **Solution PR** and duplicator, **Precision Data**) are unsurprisingly fuming about the substantial amounts of money owed to them.

PLAY IT AGAIN, SAM

EXCLUSIVELY REVEALED by CRASH in Issue 50 (all those moons ago), the long-awaited **SAM** Spectrum 'superclone' is almost ready for release. (I'll believe it when I see it! – Ed.) **Miles Gordon Technology** are set to launch the new computer at the ZX Microfair in December. Although MGT are based in South Wales, the SAM will be built in Japan and cost from £100 to £150.

Unfortunately, the Spectrum-compatible machine is unlikely to be available in high street shops for a while yet but should be available direct by mail order as soon as February (just like the old Sinclair days – Ed) – it will be made available first to the members of MGT's user groups.

The SAM has been designed by *Disciple* and *Plus D* creator, Bruce Gordon, and will come with 256K built-in RAM expandable to 512K. It will also feature a higher (8 times) colour resolution for its display than the normal Spectrum, allowing the use of more colour with less attribute clash.

The development of SAM has been financed by the profits from the successful Plus D disk drive interface, and the new machine's disk system is based on the Plus D but will use quad-density 3.5" drives which work twice as fast. Other built-in ports allow direct connection with MIDI instruments, light pens and RGB monitors. Also, a built-in networking system (like the old Interface One) allows SAMs to be connected together for multi-player, multi-computer games!

Whether this promising 'clone' will be able to compete with the marketing might of Amstrad only time will tell. But for innovation's sake, let's hope that it's a success.

▼ **MGT dealing with more enquires from anxious readers, who want to know more about the Spectrum 'superclone', SAM**

OCEAN IN A SPIN

SCOTTISH TELEVISION, makers of the much-hyped game show *Wheel Of Fortune*, recently commissioned Ocean to build a special version of the coin-op *Typhoon* to fit into a small suitcase. There was just one minor problem; **Angela Ekaette**, the hostess with the mostest who had to demonstrate the game on the highly intellectual (shurely shome mishtake? – Ed) TV show, had never played any arcade game before. So young **Kane Valentine** of Ocean jumped at the chance to teach Angela how to operate a joystick! To find out whether Angela can hit the high scores, tune in on Tuesday September 27, when she will demonstrate the prize worth over £1000 (well I suppose it's one reason to watch . . . yawn).

▲ **Would you buy a use joystick from these three?**

SOMETHING BEGINNING WITH E

NO IT'S NOT Ed's car numberplate – that's an 'F' (as he keeps reminding everyone) – it's *Espionage* the devious board game which **Grandslam** are converting for all the major formats including the +3.

The intriguing board game (devised in 1984 but recently rereleased) involves controlling 12 agents around the board, searching for four microfilms, which contain the plans for the 'ultimate weapon'. It's do or die as spies attack each other – losing a spy results in a forfeit of your government funds. A great deal of strategy is involved in using the three different types of agent to best effect; each type moves in a unique manner.

If the computer version is as fascinating as the excellent board game, we should be in for a treat.

FIVE FIST FULLS OF

MOTOR MASSACRE

The holocaust has come, laying waste cities, continents and civilisation. Out of the devastation emerges a breed of survivors merciless in their greed for simple possessions, barbaric in their thirst for power and dominance. To live even a day is hell, to achieve fame and wealth is deadly. You must fight your way to the Demon Dome and then compete in the most horrifying carnival of motor destruction ever conceived, forcing your opponents into the endless chasms of darkness, before you emerge Supreme Gladiator... supreme that is until the next round of motor massacre.

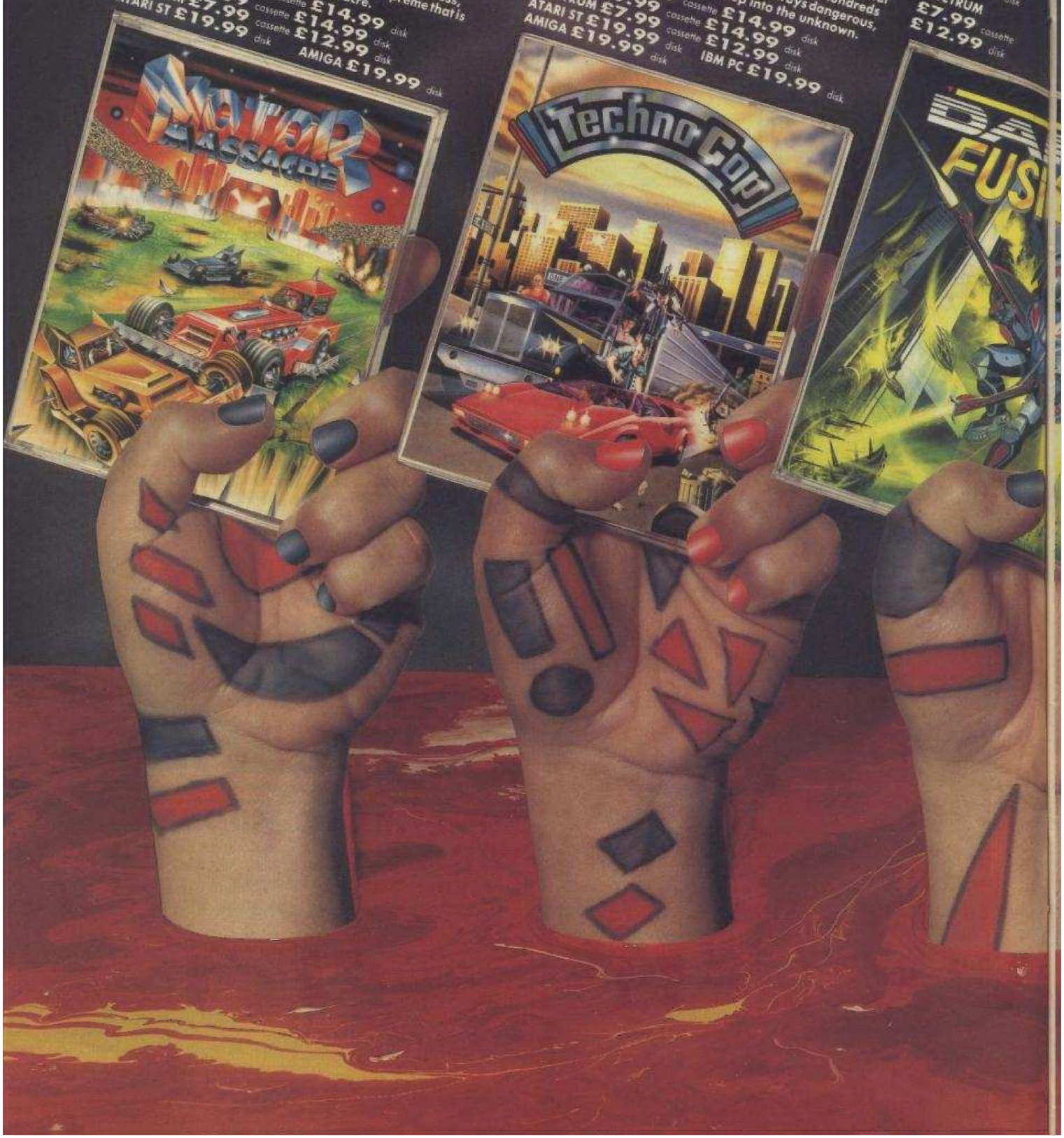
CBM 64/128 **£9.99** cassette **£14.99** disk
AMSTRAD **£9.99** cassette **£14.99** disk
SPECTRUM **£7.99** cassette **£12.99** disk
ATARI ST **£19.99** disk AMIGA **£19.99** disk

TECHNO COP

Step into the future... technology has overtaken society – the rich are richer, the poor are poorer – chaos, unrest, destruction... lawlessness reigns, terror rules. But this is your territory, your assignment with death. These are your streets and you have volunteered to clean out the scum, destroy the streetgangs and eliminate the deviants that pollute your city. Yes you have your beloved sleek racer, but armed with only stun gun and keep net what skills do you possess to neutralize the many hundreds who lie in wait for you? Being a cop is always dangerous, being a cop of the future is a step into the unknown.

CBM 64/128 **£9.99** cassette **£14.99** disk
AMSTRAD **£9.99** cassette **£14.99** disk
SPECTRUM **£7.99** cassette **£12.99** disk
ATARI ST **£19.99** disk IBM PC **£19.99** disk
AMIGA **£19.99** disk

CBM 64/128 **£9.99** cassette **£14.99** disk
AMSTRAD **£9.99** cassette **£14.99** disk
SPECTRUM **£7.99** cassette **£12.99** disk



FEROCIOUS ACTION

DARK FUSION

Only the elite pass the three phase test of the Corps of Guardian Warriors – co-ordinated fury in destruction of the mutant hordes of the underworld; supreme command skills in frantic defence against the invading alien space fleets and merciless nerve in bloody battle against the monster of the Pit of Despair. Then the final chilling decision – enter the Metamorphosis Chamber to fuse lifeforms with your vanquished foe or face your next challenge with only the powers your mortal form bestows on you.

CBM 64/128 £9.99
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £14.99 disk
ATARI ST £19.99 disk

BUTCHER HILL

Tension mounts as you navigate the murky waters in your motorised dinghy, seeking out vital supplies and ammunition careful to avoid enemy mines and aerial bombardment. Landfall... deep in the heart of the Vietnamese jungle, heavy with the odour of death, concealing deadly mantraps and enemy gunposts. Panic... an unknown village. Friend of foe? Whichever – the final obstacle between you and your ultimate goal – the assault on Butcher Hill.

CBM 64/128 £9.99
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk AMIGA £19.99 disk

ARTURA

Stand proud Artura – son of Pendragon – and set forth on your quest to unite the warring kingdoms of Albion in this age of bloody war and mysterious magickes. Your task is to rescue Nimue from the clutches of your evil half-sister, Morgause for which only your fearless nerve and superior fighting skills and the mystical wheel of Cerriddwen will overcome the ghouls, spiders, soldiers and giant rats you encounter.

CBM 64/128 £9.99
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £14.99 disk
ATARI ST £19.99 disk cassette £12.99 disk

GREMLIN

Gremlin Graphics Software Ltd.,
Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423

ESPIONAGE

THE COMPUTER GAME

YOUR MISSION

You are now entering the world of International Espionage, where you control a highly motivated team of 12 agents.

Your agents must set out from their secret base and proceed across the board which represents the world's capitals, airports, deserts, etc.

The world's fate is now in your hands in a game of deadly conflict to reach the 4 micro-films, each containing details for the ultimate weapon.

Should you have the cunning and sheer nerve to carry on this most formidable of tasks and return to base with the micro-films, you would be pronounced Master Spy.

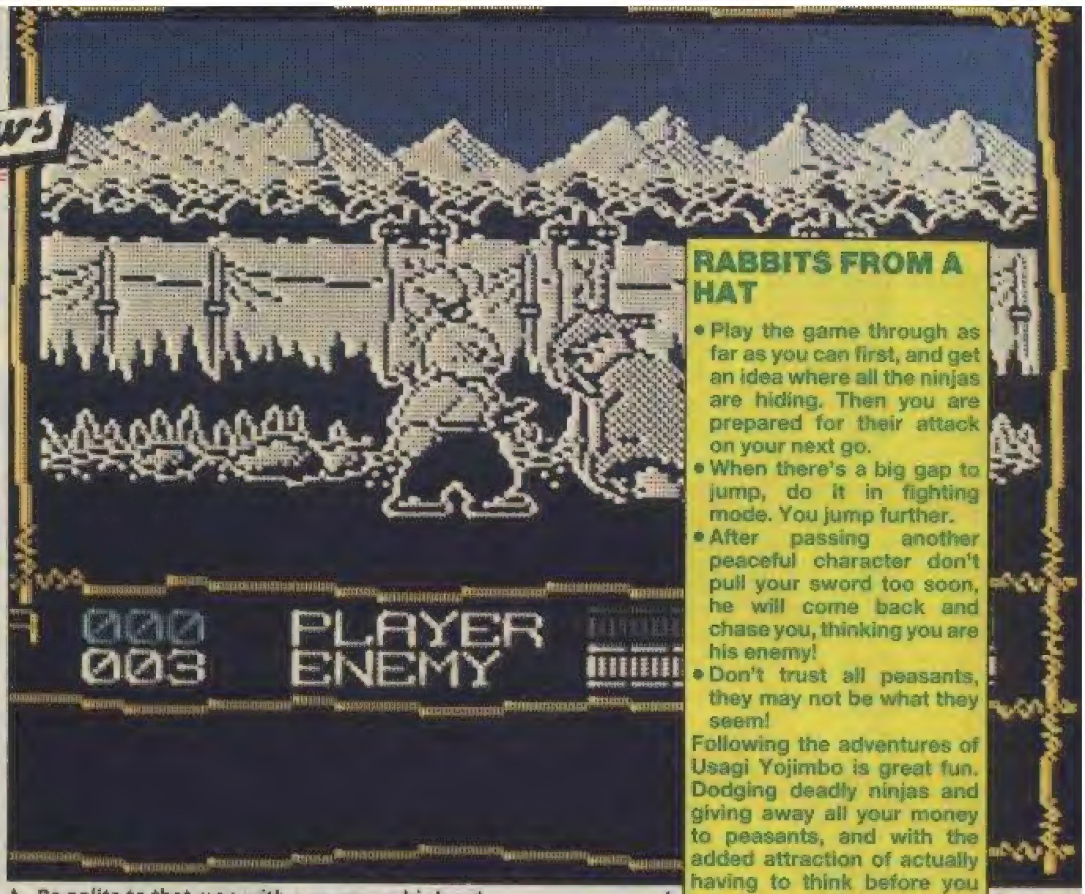
Good Hunting.

AVAILABLE FOR:
AMSTRAD PC (3½" DISK) £24.95
ATARI ST, AMIGA, AMSTRAD PC (5¼" DISK) £19.95
C64, AMSTRAD CPC, SPECTRUM + 3 DISKS £14.95
C64 CASSETTE £9.95
SPECTRUM, AMSTRAD CPC, MSX CASSETTES £8.95

GRANDSLAM

Order your copy of ESPIONAGE now by sending a cheque or postal order to Grandslam Entertainments Ltd. Units 1/2 Conlon Developments Watery Lane, Darwen, Lancs. BB3 2ET or phone 01-247 6434 our Credit Card Hotline (Access or Visa).

SAMURAI WARRIOR



▲ Be polite to that man with a saucer on his head

● *Panda to a ronin with floppy ears and fluffy tail*

Producer **Firebird**
Yen To Play **£7.95 cass**
£12.95 disk
Author **Beam Software**

Based on the comic books created by Stan Sakai, *Samurai Warrior* follows the exploits of one rabbit, Usagi Yojimbo by name. But this rabbit is no Bugs Bunny, he is a ronin (lordless wandering samurai) warrior, sworn to avenge the death of his master Lord Mifune and his family, at the hands of the evil Lord Hikiji and his henchmen. He must also find Lord Noriyuki, a young panda who has just become leader of his clan, and protect him from Hikiji's minions.

The story is set in 17th Century Japan, Usagi starts his journey with three silver coins (called Ryo), and zero Karma points. Honour is of great importance to a Samurai Warrior, and Karma points are gained by performing good deeds, such as giving money to peasants and the servants of Buddha, or by killing ninjas, bounty hunters, and other nasty creatures he meets along the road and looting their bodies, (not very hon'lable, but what the heck).

When Usagi meets a traveller, etiquette demands that he bow to them, whether they are of equal status, or higher status (always bow to someone of higher status, or you deeply offend them).

When attacked, Usagi whips out his sword, and gets to work sending his attackers to the great saki-drinking contest in the sky. The sprites are monochrome, but move around the detailed backgrounds smoothly, hacking and slashing at each other for all they're worth.

In the early stages you are attacked by only one thug who, with a little practice, is easily despatched. But further along the path don't be surprised if a few of his friends join him in the fight, and defending yourself against three or four opponents is not easy.

When fighting, two bars show Usagi's and the enemies' energies. As both parties lay into each other, each hit scored is registered on the meter. If Usagi's meter falls to zero, it's end of game, but brave battling bunnies don't turn bobtail and eliminate all who dare to attack.

But a word of warning: only unsheath your sword when attacked, as other wandering travellers, who may be friendly, take this as a threat, and attack you, (and whatever you do don't hassle defenceless creatures and unarmed travellers, otherwise you're forced to commit ritual suicide to atone for the foul deed).

Treat other travellers well, and they pass on information to you (after bowing to them of course). This is often useful as it helps plan your path later in the game. Flagging energy can be replenished by visiting an inn, and if money is low, visit a gambler, hand over your money and hope that you win.

The path to Lord Noriyuki is fraught with dangers, but as samurai you are honour-bound to try. Although *Samurai Warrior* looks at first glance to involve little more than wandering aimlessly about killing all who attack you, with some patience a great hack and slash adventure emerges from the land of the rising Yen. Watch out for it.

MARK 89%

PHIL There can't be a much stranger sight than a sword-wielding bunny (unless it's a ninja hamster). *Samurai Warrior* certainly teaches you to be polite – if you're not you don't get very far.

After a suitably oriental-sounding 128K tune on the front end, you are greeted with a beautiful, scrolling landscape. On meeting a peasant I unwittingly drew my sword – he was none too pleased. The only trouble with keeping your sword in its sheath is that for some reason Usagi moves much slower that way.

Then there are those nasty ninjas lurking in the trees, each one an expert at buckling a swash and with a taste for rabbit stew. *Samurai Warrior* is a neat variation on the beat-'em-up theme with a particularly amiable main character. You don't have to be a fan of the obscure Japanese comic to like it – it's appeal should be universal.

87%

RABBITS FROM A HAT

- Play the game through as far as you can first, and get an idea where all the ninjas are hiding. Then you are prepared for their attack on your next go.
- When there's a big gap to jump, do it in fighting mode. You jump further.
- After passing another peaceful character don't pull your sword too soon, he will come back and chase you, thinking you are his enemy!
- Don't trust all peasants, they may not be what they seem!

Following the adventures of Usagi Yojimbo is great fun. Dodging deadly ninjas and giving away all your money to peasants, and with the added attraction of actually having to think before you kill, *Samurai Warrior* has got to be a hit.

All the backgrounds and characters are excellent, although a spot of colour on the play area would have been appreciated. Operating the two different modes (peaceful and fighting) is difficult at first, but when you discover you need to be able to manipulate them with lightning speed you soon learn.

There are other hazards in the game which have to be overcome like big ravines and hard-nut boars, but as long as you take it carefully you can get a great deal of enjoyment out of the game and still stay alive. *Samurai Warrior* is simply enchanting, buy it.

NICK 90%

THE ESSENTIALS

Joysticks: Kempston, Sinclair, Cursor
Graphics: Usagi Yojimbo is excellently drawn and animated as he swashbuckles through smooth-scrolling landscapes
Sound: appropriately oriental-sounding tune on title screen
Options: definable keys
General rating: more than just a beat-'em-up, even involving the samurai etiquette in a delightful oriental adventure

Presentation	85%
Graphics	86%
Playability	87%
Addictive qualities	85%
OVERALL	**89%**

Producer **US Gold**
Green fees **£14.99 cass**
£19.99 disk
Authors **Bruce and Roger Carver**

LEADER BOARD

P·A·R·3

Facts first: golf is the noble game invented by a Scotsman, where you hit a small round ball with a shaped club for miles, trying to get it into small holes placed inconveniently in the ground. It was invented near St Andrews, where the annual weather is such that this kind of exercise was the only way of keeping warm, 150 years ago. (Simply fascinating, but what about this game? –Ed.)

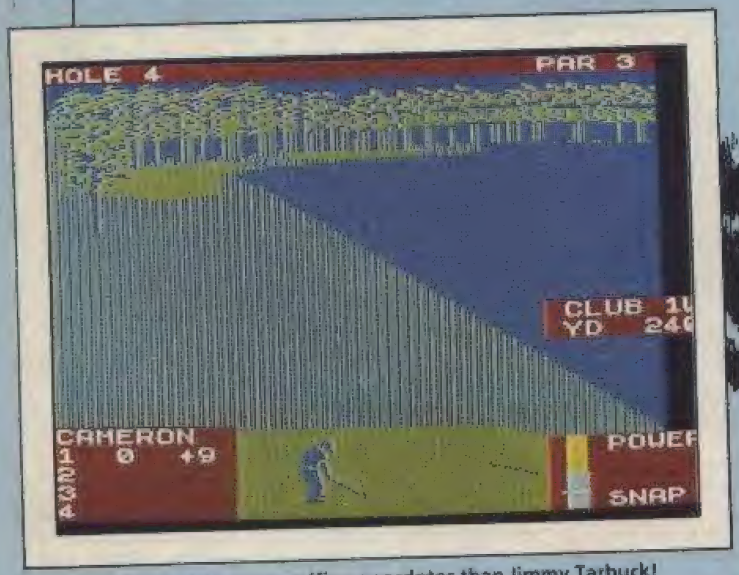
The 'Par 3' in the title refers to the three versions of *Leader Board* which make up the compilation. Neither *World Class Leader Board* nor *Leader Board Tournament* were reviewed in CRASH, but back in Issue 39, the original *Leader Board* earned a respectable 80%. Recently, *World Class Leader Board* won an award from a French chain-store as the best sport simulation of 1988.

Each of the three games allows up to four players to compete in one to four rounds (18–72 holes) on any of four different courses, making a total of 12 in the whole compilation. And to allow complete novices to compete (on an equal par) against those hard-hitting, Sandy Lyle types, three skill levels are available.

One of the most important decisions in golf, is the choice of club. To help the player in his decision, the instructions contain a useful diagram of all the clubs and their range. Once a club is selected, the direction of the shot is selected by aiming a cursor in front of the golfer, who is shown in front of a 3-D view of the current hole.

Then it's time to take a swing and hit the ball – power is selected via the Power Snap indicator by releasing the fire button at the appropriate level. The 'snap' part of the indicator determines whether the ball is hooked (to the left), sliced (to the right) or flies straight.

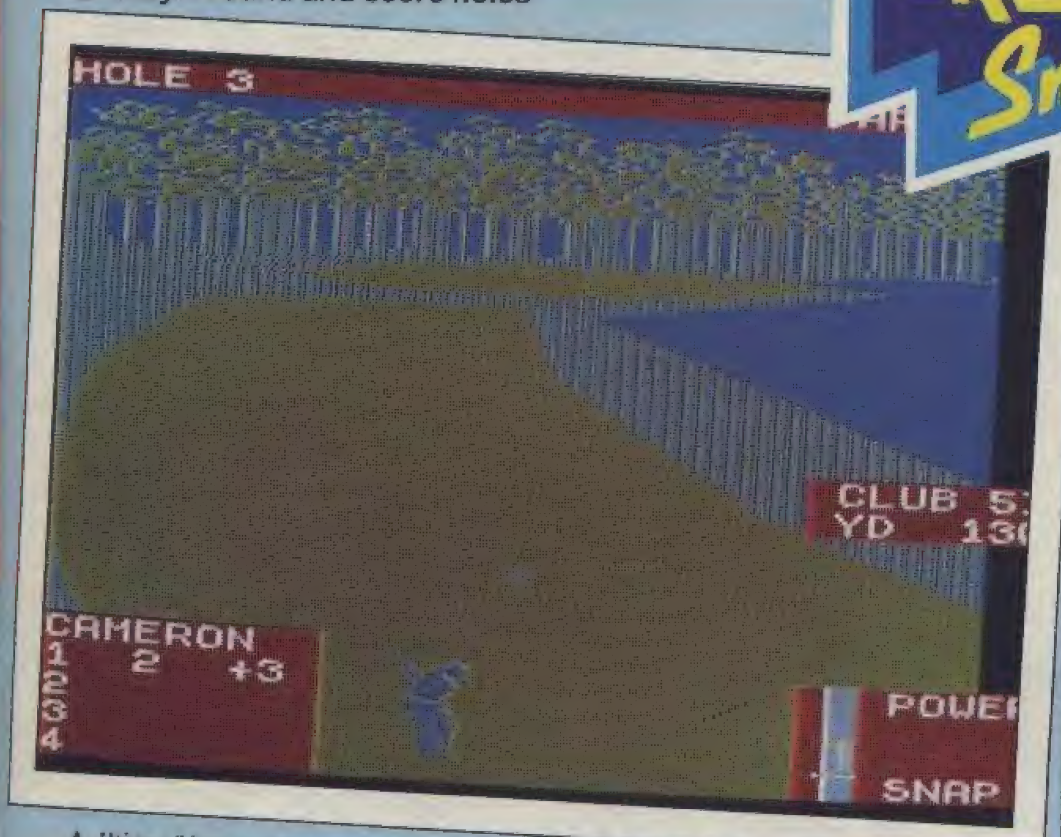
When you eventually manage to get the ball on the green (the smooth bit of grass surrounding the hole) (OK, Phil, so you've proved that you watched the British Open this year on TV, now get on with it . . . –Ed), it's time to get your putter out. (And that's enough



Cam knows more golfing anecdotes than Jimmy Tarbuck!

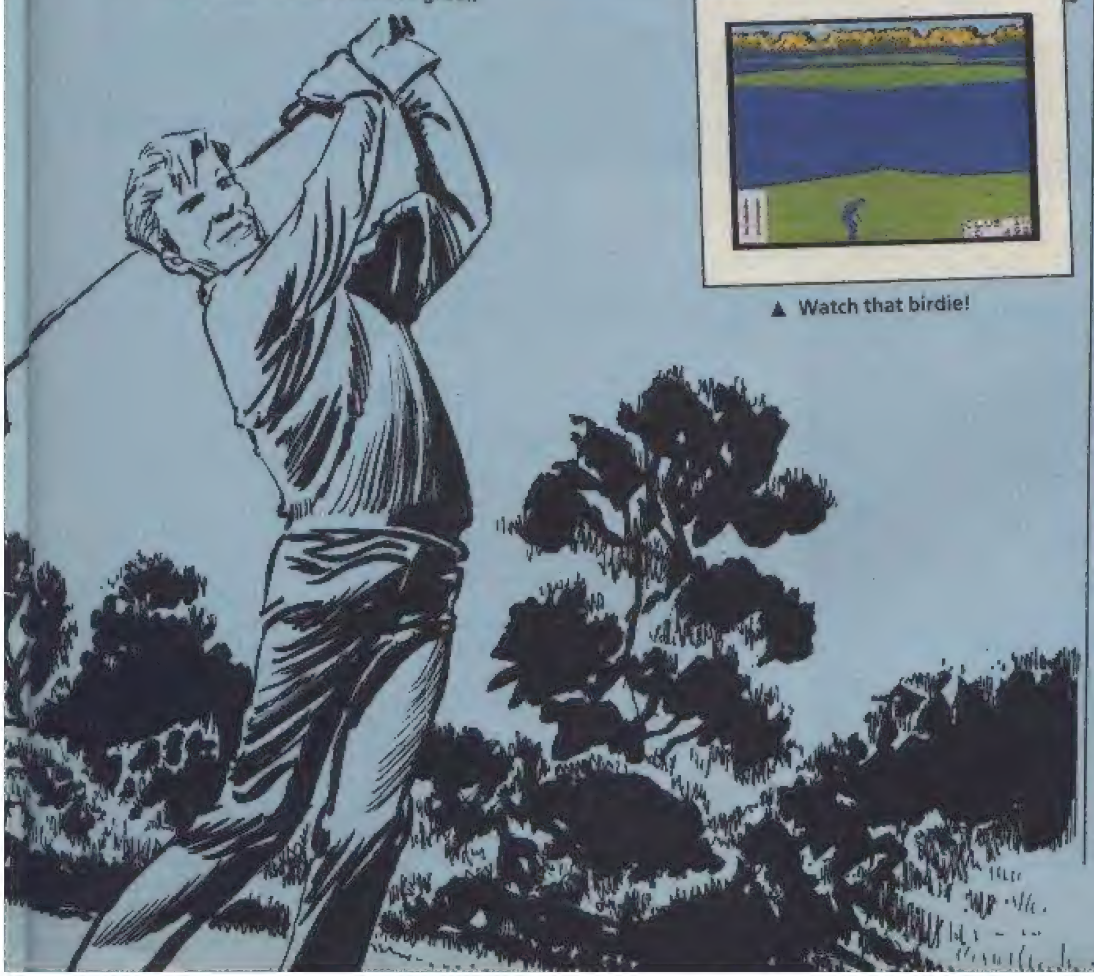
A CRASH Smash

● *Play a round and score holes*



▲ Using a 5 iron to chip onto the green

▲ Watch that birdie!



A HOLE LOT OF HELP!

- Choose the club which has a maximum range nearest the distance from the hole – this makes judging the power needed easier, because you can hit the ball with maximum strength.
- If your ball is just off the green, use a pitching wedge to chip it toward the hole.
- Try and avoid the water at all costs, as losing the ball automatically drops a stroke.
- Try and relax – tense shoulders are bad for your swing.
- And finally, wear a pair of shades to keep the sun (what sun? – Ed) out of your eyes!

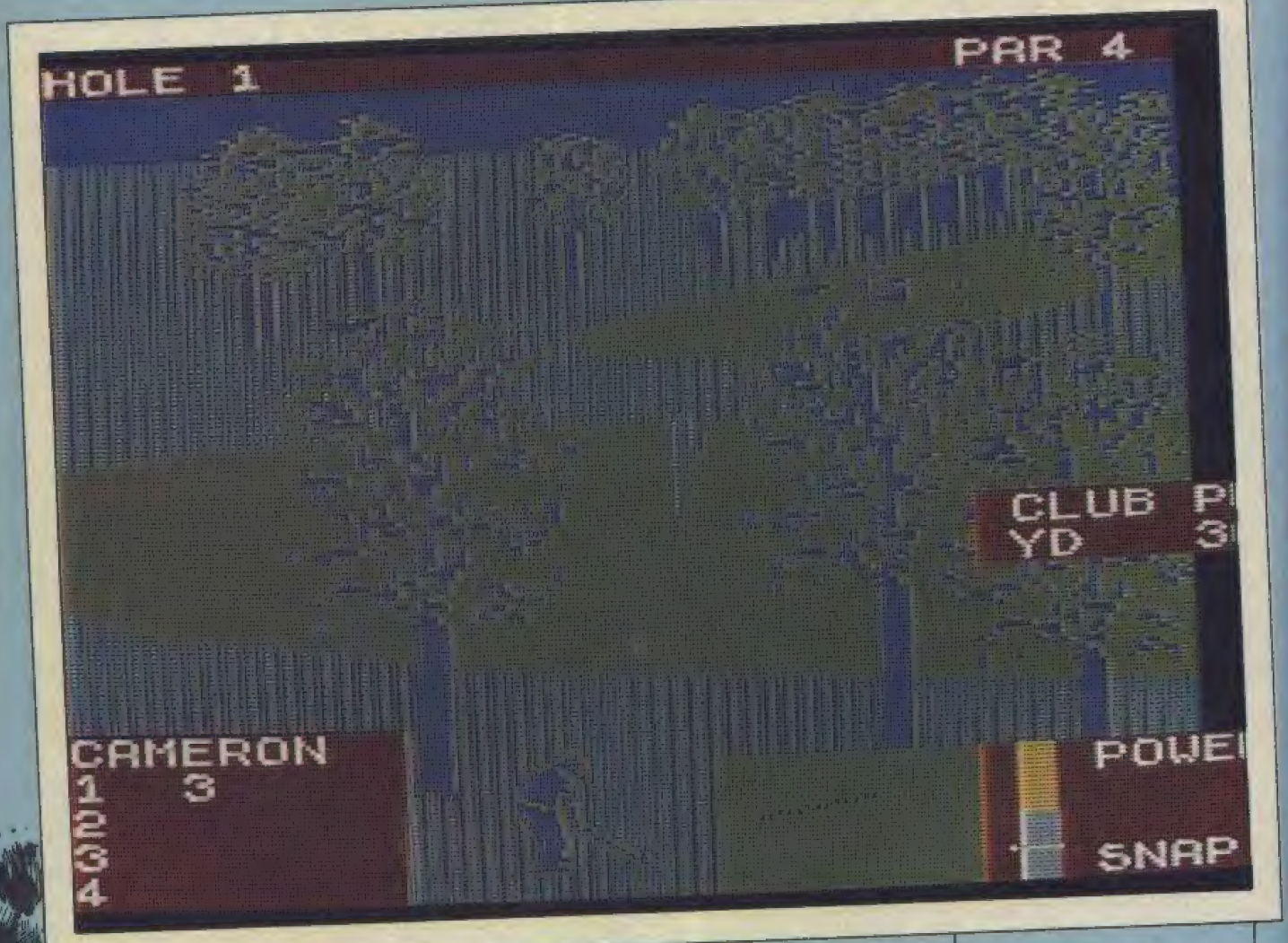
Here is the ultimate in golf simulations. The variety of shots – all depicted in 3-D, right down to the put – and things that can happen to your shot, is immense. Depending on which club you choose, how strongly you hit the ball and which way the wind is heading, you can either get a hole-in-one or send it flying into the water! The three games each have different hazards, from trees to pools of water and high winds, so you never get bored. A first class compilation of a sport that demands coordination and control – it's got the lot.

NICK 92%

of that, too –Editorial Director.)

A slope indicator shows the inclination of the green (the groundsman's spirit level is obviously on the blink!), this must be taken account of because it makes the ball's path curve.

The extensive instructions contain many hints and tips (so that's where Nick got them



▲ Cameron can't wait to get to the 19th hole!

▲ I'll need an amphibious buggy to get over there!

from!) to help the beginner, and the 12 courses give plenty of variety. As usual, the more players competing, the more fun it is. And for golf buffs or just normal people, *Leader Board Par 3* scores a hole-in-one for value.

PHIL 90%

PAUL The Spectrum has a long history of golfing simulations, most of them as interesting as mowing grass. *Leader Board* ended that, and this compilation serves to underline the point; it makes golf great fun to play, even if you are the sort who groans every time you see someone in check plus-fours getting out his Number 2 Wood. Everything that made *Leader Board* playable, is here and more so, with more of it. Great value – get it!

91%

THE ESSENTIALS

Joysticks: Kempston, Cursor, Sinclair
Graphics: excellent 3-D perspective for every hole
Sound: not much, but not so important for a game of this type
Options: up to four players can compete on a total of 12 courses
General rating: the ultimate golf compilation – what more could any budding Nick Faldo (not Roberts!) want?

Presentation	94%
Graphics	83%
Playability	92%
Addictive qualities	93%
OVERALL	**93%**

CYBERNOID II

THE REVENGE

Remember Raffaele Ceccos' action packed Cybernoid - The Fighting Machine?

How could you forget!

Awards include, Crash Smash, Zzap Sizzler, Amtix Accolade, Amstrad Action Master Game and many more.

Now Premier Software House Hewson, bring you The Sequel .....

CYBERNOID II
The Revenge

: New Weapons Systems
: New Static Features
: New Alien Features

Spectrum Cassette	£7.99
+ 3 Disc	£12.99
Commodore Cassette	£9.99
Commodore Disc	£14.99
Amstrad Cassette	£9.99
Amstrad Disc	£14.99

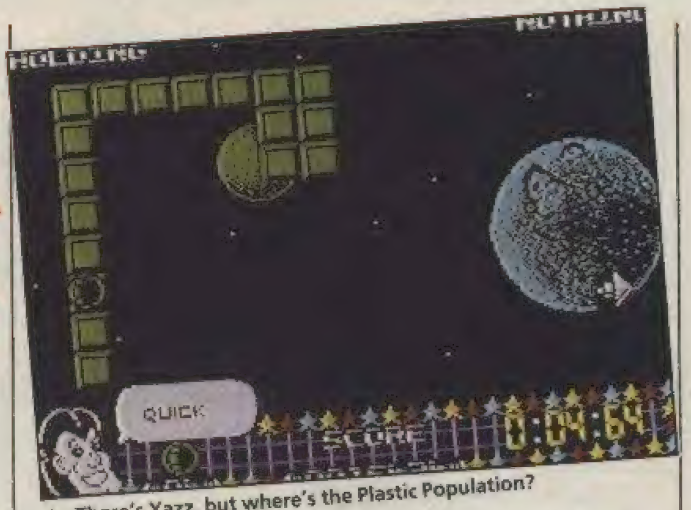
Atari St and Commodore Amiga Available Soon.

HEWSON

For Mail Order send a cheque/P.O. to Hewson Consultants Ltd. Order by credit card by sending your Access, Barclaycard number, and enclose a specimen signature. Don't forget to enclose your name and address.
Hewson, Milton Park, Milton, Abingdon, Oxon. OX14 4RX Tel: (0235) 832939 Fax: 0235 861039
As part of our continuing development of innovative Software we are always happy to evaluate software sent to us with a view to publication.

Producer **Destiny** Out of pocket **£7.95 cass** Authors **Mike Smith and Christ-Ian Urquhart**

The Bobby Yazz Show!



▲ There's Yazz, but where's the Plastic Population?

● *Come on down for a life and death experience*

Come on down and meet the host with the most, the man you've all been waiting for . . . Heeeeeere's Bobby! Yes, gentle reader, you are been given the chance to participate in one of the most popular game shows around – *The Bobby Yazz Show*. Thrilled, ain'tchya?

Yeti and *Teladon* (Issue 51, 61% and 49% respectively) gave Destiny a mixed bag, and game show conversions haven't always done so well. Is this game a sensible move? Find out now, as we sit down to play *The Bobby Yazz Show*.

The rules are quite simple: you control a remote craft set in orbit around the planet. There are four distinct phases, each one taking place on a grid of squares. Each phase needs a different skill for its completion, and each must be completed within a time limit, or else . . .

So with joystick nervously held in hand the game begins. First the squares on the grid must be changed from one colour to another. Don't worry if you run over a previously coloured square because it won't be affected. To complete this phase, colour all of the squares before the timer stops. Sounds simple, but I forgot to tell you about the other remotes wandering around bleaching coloured squares. They're a right pain in the R-Type, but they can be stopped by running into them on a coloured square.

Phase 2 is the Blind Level. There are no visible squares to follow, just your remote, and an arrow. Try and find the way out of the maze by moving in every conceivable direction before the time runs out. This is the toughest level because the allotted time span is too short in my humble opinion. (Humble!? When? –Ed.)

The third phase is the key level. Here your goal is to collect

FOXY Fights Back

He's lean, he's mean, he's ready for action. This is one fox that won't take no for an answer.

Too many times the hounds have tried to put him down, but he'll force the Hells Beagles back to the briars.

Blast your way through the bullets and bombs as all the forces of nature are set against you. A great game from Denton Designs.

Features include
- Great animation
- 100% leg-biting action
- Weapon pick-ups
- A massive play area
- Multi-level play

Spectrum disk: **£12.99**
Spectrum cassette: **£8.99**
Commodore disk: **£12.99**
Commodore cassette: **£9.99**

image works ™

Image Works, Headway House, 66-73 Shoe Lane, **London** EC4P 4AB, **Telephone:** 01-377 4645

'keys' (red squares with a white centre), within – you guessed it – the time limit.

Apart from the enemy remotes roaming about, there are other objects throughout the game which help or hinder your quest. Frequently icons appear, which give you speed, a gun, a bulb (used on Phase 2 to illuminate the hidden path) and a shield (only useful in Phase 3 to protect you from remotes).

The squares are also fraught with danger, because the occasional 'gate' materialises – also help or hindrance. These include glue – sticks your remote on the current square, a question mark – awards an extra remote (you start with four), and an arrow – whisks you onto the next phase.

Fourth and final phase is the bonus level. You collect 18 green squares, within the time limit, to grab a massive 5,000-point bonus. The only problem is that the green slabs revolve, but don't worry if you fail this level, you only lose your bonus. If you survive the game first time round, it's repeated, but this time it is tougher.

I found *The Bobby Yazz Show* most enjoyable to play. It certainly lives up to the old saying that the best ideas are very often the simplest. The going is certainly tough, especially on later levels, when the timer whizzes down with frightening speed. But it has enough humour to stop any feelings of frustration ruining your enjoyment.

PHIL Wow, what a smug game show host, Bobby Yazz is (almost as bad as Leslie Crowther!). He always laughs when a remote is lost, and all his poor contestants wind up dead!

The game's four phases are all simple but surprisingly difficult, as the remote scampers round trying frantically to complete a screen. The first section is really the ancient *Painter* concept, and it's just as infuriatingly addictive as all those old games – it sets the scene for the rest. With all this mega-frustration, it would be easy to think of *The Bobby Yazz Show* as something of a failure, but somehow you've always got to have 'just one last go' – it's so addictive.

83%

SQUARE BASHING

- On the colour level, fill in all the blank squares you can first, then go back and cover the ones the aliens have erased. If you see an arrow, just go straight to it as it saves a lot of time.
- You can kill the aliens on the colour level by just running into them.
- When you get to the blind level, try all the directions on each step you take. By using this method you can soon find the exit.
- On the key level, don't touch any aliens at all – they kill you, unlike those on the colour level.

The Bobby Yazz Show is a simple but totally addictive and excellently presented game that will bring you hours of fun. It's full of jokes, great graphics and animation.

In between the games are commercials for such things as *Rocky XI The Musical*(?) and *Kill 'Em*, the nuclear game for all ages (sounds like fun)! This may not be a game that will tax your brain to its limits, or have you shooting mindlessly at loads of aliens, but it's good clean fun and well worth a look.

NICK 86%

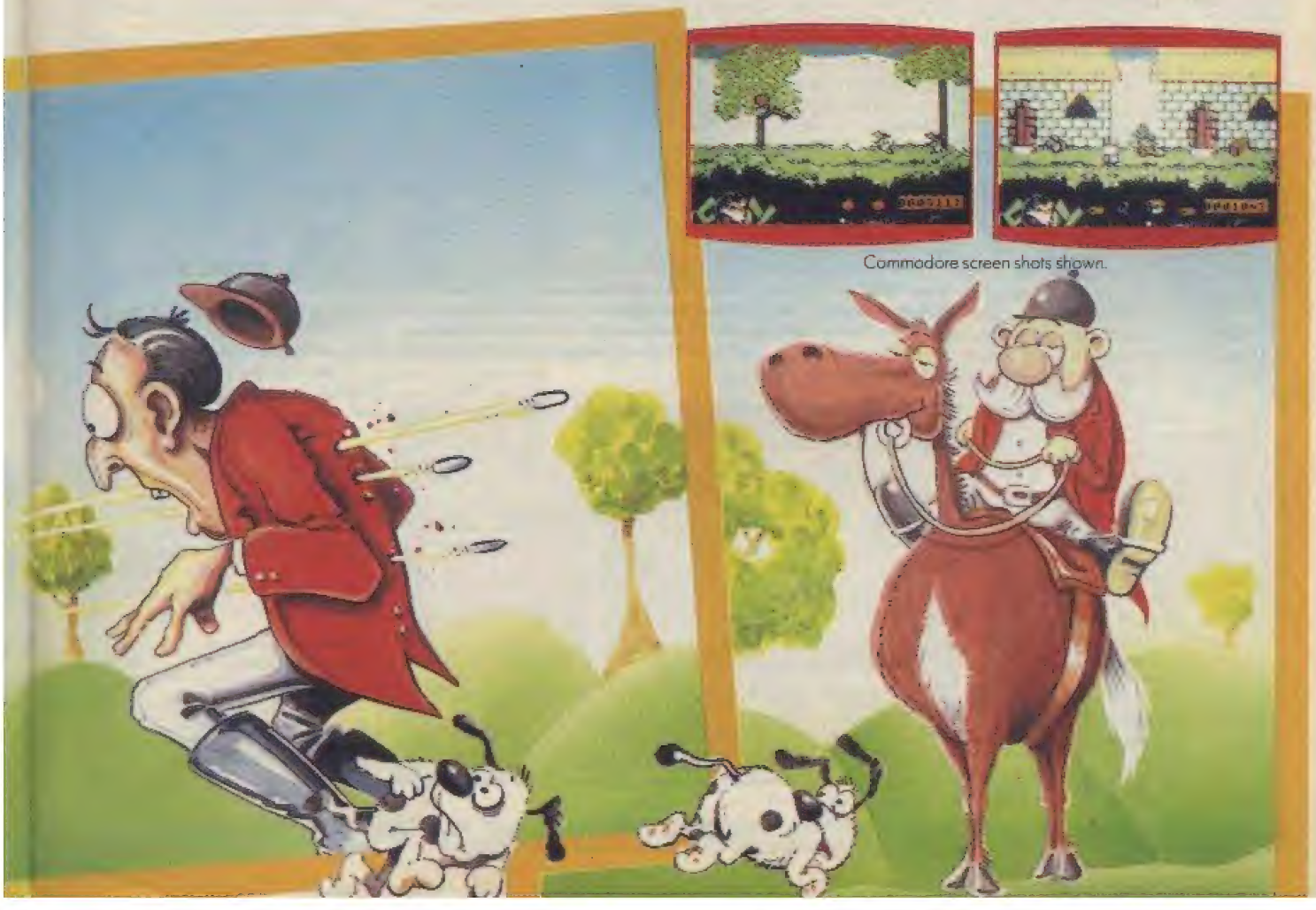
The appearance is simple and effective, with each level nicely drawn. One annoyance: this may be TV, but after three or four times the commercial breaks become too much. Okay, so they can be skipped, no real problem, and they don't stop *The Bobby Yazz Show* being a must for all puzzle game fans.

MARK 87%

THE ESSENTIALS

Joysticks: Kempston – and, by defining keys – Cursor and Sinclair
Graphics: nicely-animated sprites on colourful backgrounds
Sound: beepy title tune and functional spot effects
Options: definable keys
General rating: a million times better than watching those moronic TV games shows

Presentation	81%
Graphics	80%
Playability	84%
Addictive qualities	85%
OVERALL	**85%**



Commodore screen shots shown.

Producer **Imagine**
Out of pocket **£7.95 cass**
£14.95 disk
Author **Paul Owens, graphics by Mark Jones**

THE VINDICATOR

● ***It's time to save the world again!***

▲ Down in the sewers; and I was worried about the rats!

Earth was quiet . . . until the villains of the peace arrived and kicked mankind's butt with slimy green insistence. Yes, after entertaining us with excellent games like *Rastan*, *Target Renegade*, and *Revenge Of Doh*, Imagine now bring us the story of mankind's struggle to regain his planet and the right to eat Big Macs and fries while sizzling aliens on arcade machines.

The planet looks like a bomb's hit it (as indeed many have). But amid the ruins, small groups of humans survive. Deep in their hearts they pray for vengeance. One man alone has the courage to face the alien threat, he is known only as . . . (pause) *The Vindicator*.

The alien leader, Gog – *aka* the Dark Overlord – has built three strongholds. You, Vindicator, have to visit each in turn to gain the access codes to progress through to the third and final level, and there kill Gog, freeing Earth from his grim green grip.

The first stronghold is a maze of corridors covering four levels. Here you discover the whereabouts of bomb components which you collect, assemble and detonate (making sure you're well out ground zero's way at the time of course).

To aid your quest, you can enter various storerooms off the corridors. But first you must either dodge the guard or eliminate the horror with your large and very powerful gun. Storerooms contain colour-coded lift and computer passes, ammunition packs, or oxy-gum – the atmosphere is poisonous.

When a computer room is entered (if you have the correct pass), the computer sets an anagrammatical puzzle. Solve this correctly and a map is shown, informing you of the position of a bomb component, your position, and the whereabouts of the nearest lift. Once each of the four levels has been explored and the components found, set the bomb and run like hell.

The second section takes place across miles of enemy-held terrain. You're flying a plane stolen from the first section. Use it to drop bombs on the aliens' heads, (and serve 'em right). Be sparing, the bombs are limited in number.

The bombardment disorientates the enemy, so zoom back to your jeep and blast through their ranks. Robot tanks and helicopters strafe you, but nothing is going to stand between you and the catacombs hiding the Dark Overlord. Did I say 'nothing', well you haven't met the Mutoid Guardian yet. Make it past him, and you deserve to reach the third and final level.

The Vindicator is tough. Even with the access codes it took me a while to get through. But even though it's difficult, it is very enjoyable. The mean and moody looking Vindicator strides purposefully to war with bug-eyed meanies, giving the game immediate graphic appeal.

Back to more pressing matters – the death of Gog.

The final search begins, appropriately enough, in Hades. As you explore the catacombs, Gog's minions try and bring about your demise by charging, firing their guns and gnashing their teeth, and looking very frightening.

Gog has heard of your plans to kill him, and has decided to blow up the catacombs. Speed is of the utmost importance.

As our hero gets near Gog (by way of lifts and trap doors), the aliens get meaner, and therefore harder to kill. But eventually Gog's lair is reached, and mankind can finally be avenged.

This game really *is* hard. Some people may be put off trying to get anywhere, but my advice is to keep trying, because it's worth the effort.

MARK 85%

FIGHTING FOR VENGEANCE

- Try and map all the levels. This could prove very useful if you lose your way (like me).
- If you run past the doors on Level 1 before the alien gets out, you won't have to fight him.
- Only pick up oxy-gum if you need it – wasting gum could be fatal.
- Bombing the enemy bunkers should take priority, because these are the most lethal.

At first glance *The Vindicator* seems like a game so easy it's not worth playing. But how wrong you can be!

The simple looking maze is extremely deceptive. Its difficulty hits you when you discover that you can't move back into an area once you have left it – but it makes the first level frustrating.

Level 2's yellow monochrome causes the usual problems of enemies being hard to see. But each level has a high standard of graphics, and there are tunes playing in most of them. *The Vindicator* is an excellent game, if only you can get past that first, frustrating level.

NICK 83%

PHIL **What a strange mixture *The Vindicator* is – a maze game, shoot-'em-up and platform game all in one! The first part gets more than a touch irritating as you trundle round the maze for hours, seemingly not getting anywhere.**

However, the large main character is well animated as he runs about, blasting weird-looking aliens which emerge from the many doors. And on the third phase, he can also jump and crouch realistically. I suppose the oddest feature is the inclusion of the vertically-scrolling shoot-'em-up which comprises the second stage. This is reminiscent of *1943* (reviewed this issue) but more playable!

The extremely varied gameplay is complemented by a very noisy 128K tune on the front end (and also one during the first stage) – it doesn't sound like a Spectrum at all! Although none of the three game parts in *The Vindicator* are outstanding in their own right, they make up an interesting package, but still nothing spectacular.

74%

▲ Ground floor, please

THE ESSENTIALS

Joysticks: Kempston, Sinclair, Cursor
Graphics: to a very high standard in all three parts. The main character is large and well animated, as he fights some really weird-looking aliens
Sound: noisy, but welcome tunes throughout the game
Options: definable keys
General rating: an intriguing mixture of game sections makes *The Vindicator* good value for money

Presentation	86%
Graphics	84%
Playability	75%
Addictive qualities	74%
OVERALL	**80%**

You are a member of the elite corps selected for your courage, ingenuity and special skills to go on the most dangerous missions. Parachute behind enemy lines armed only with a machine gun and hand grenades.

Airborne Ranger is a fast-paced action-simulation that challenges your strategic skills and reflexes. Control one soldier's battle against overwhelming odds. You can run, walk or crawl across full-scrolling 3-D terrain using trees, bushes and ravines to avoid the enemy or set up an ambush.

Whether rescuing hostages from a terrorist prison or infiltrating the headquarters of an enemy unit, every mission takes careful planning and pinpoint execution. First drop caches of weapons and first aid supplies, outmanoeuvre the enemy, then locate the pickup zone in order to reach safety. Airborne Ranger is an exciting combination of action, danger and suspense. Now available for your Spectrum at £9.95.

MICRO PROSE
SIMULATION • SOFTWARE

Please send_____ Copies of Airborne Ranger Spectrum at £9.95

Name (block capitals)_____ Address _____

_____ Post Code _____

I enclose £_____ including 55p P+P. Cheques payable to MicroProse Software Ltd. or debit my Access/Visa card.

Expiry date_____ No. | | | | | | | | | | | | | | | | |

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.

History i

The first 3 years

Computer Industry sources spoke of alarm and disquiet today as US Gold – Europe's forerunners in home entertainment software – announced plans for a September release that marks a milestone in the development of the home computer industry. Titled "HISTORY IN THE MAKING", it chronicles the early giant successes of this exciting industry and is regarded by many experts to be the finest single collection of computer games ever produced..... a real must for computer enthusiasts and a true collector's item to be treasured for years to come.

In just four short years home computer entertainment has grown into a furious and exciting industry not only bringing much pleasure and enjoyment to many youngsters throughout Great Britain and Europe, but creating a whole industry that has made enormous strides forward in technology and the standards of entertainment.

No company has done more to advance the cause than US Gold. Deriving its name from the early activities of importing software from America and adapting it for the home market, US Gold has constantly led from the front, outstripping competitors in satisfying the demands of an increasingly discerning public. US Gold now stands firmly at the head of a very stable and vital industry leaving behind it many memorable and outstanding achievements.

Now the company has announced plans to create another shockwave – it's taking those early masterpieces from its own outstanding success and bringing them together in one collection – 15 true classics in all. A spokesman for US Gold is not surprised at the market's reaction when he commented to our reporters: "US Gold *is* the entertainment software industry in the UK and now Europe.

"In short, the collection will appeal to everyone - it's not just a compilation of games but a true chronicle of the development of this fantastic industry of ours."

It's hardly surprising our competitors are unhappy. From the very early days we were the innovators and we therefore developed some real innovative games – games that can be called classics of their time.

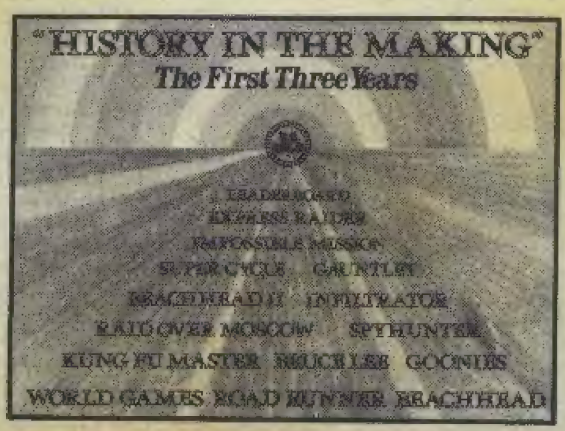
NEWS NEWS NEWS NEWS

MONDAY, 19TH SEPTEMBER, 1988

n the Making

No one has achieved so much and no one is able to command such outstanding software. Now a mature market is in residence, we decided that the time was right to make a bold statement about how significant and impressive computer software is, we therefore collected together these classics – collected from only our first three years – and are to publish them in one historic pack. Many of today's enthusiasts may have been too young to have played the originals – it's obviously a real treat for them and many of the older players will treasure the value that such a collection offers. In short, the collection will appeal to everyone – it's not just a compilation of games but a true chronicle of the development of this fantastic industry of ours."

BEACH HEAD... the leader of the pack, US Gold's 1st quarter of a million seller. **BRUCE LEE...** the first famous face to join US Gold. **SPYHUNTER...** Bally Midway's armoured car classic became a home computer cult. **RAID...** Impressive yet controversial, Raid hit the headlines in the national press. **GOONIES...** Spielberg film translated into the first simultaneous two player interactive arcade game. **SUPERCYCLE...** the Epyx spectactular on two wheels. Fast and furious – an all-time racing classic. **WORLD GAMES...** around the world with 8 incredible, and unusual events by Epyx. **EXPRESS RAIDER...** a rootin', tootin', arcade action – the Easter hit of that year. **INFILTRATOR...** arcade, strategy simulation – all ingredients that culminated into a European No. 1. **BEACH HEAD II...** tough action sequel, another monster chartbuster by Access. **GAUNTLET...** the biggest selling computer game 1986/87, over 300,000 sold – the 1st great arcade conversion. **ROAD RUNNER...** the summer No. 1 of that year – cartoon, coin-op capers from Atari Games. **IMPOSSIBLE MISSION...** the benchmark test for all subsequent platform games, still regarded by many as one of the greatest computer games of all time. **KUNG FU MASTER...** a Gallup No. 1 – Data East – often imitated, never emulated. **LEADERBOARD...** *"This is the sports simulation of the year – if not the decade"*, Zzap 64.



The games selected to honour this special collection are each of outstanding merit in their own right ...

Besides its possession as a collection piece the package is considered by many to offer unheard of value for money and an opportunity not to be missed. Many computer enthusiasts await eagerly the mid-September release and comments such as "I've started saving now...", "I wasn't into computers when the early releases came out, I'm looking forward to playing them now...", "I've only heard of such games as Beach Head, now's my chance to see what I've missed..." are common amongst the players that we've talked to.

"But the real winners are the buying public – it's fantastic value."

Perhaps one of the most informative comments was made by an industry insider: "US Gold seem to have done it again. Whilst we're all happily constructing compilations from any product we can find and offering them to the public as value-for-money packs, US Gold have put together the finest collection of classic games ever assembled and the support material and give-aways will be just as good and up to their usual amazing standard. Quite simply, I think we're all stunned once again, but the real winners are the buying public – it's fantastic value."

Where will US Gold go from here – well no one knows, all we can really say is that if they keep going on making history like this then they can only keep going on from success to success and all computer owners will be pleased for that to continue.

PINK PANTHER

● *Cat burglar in somnambulism theft shocker*

Producer **Gremlin Graphics**
Out of pocket **£7.99 cass**
£12.99 disk
Author **Volker Marohn, the reLINE team (from an idea by Rolf Lakamper)**

Feline star of many a cartoon, the Pink Panther never seems to have much luck. Due to his excessive lifestyle (he only drinks pink champagne) he's currently broke. So the oddly-coloured cat burglar takes the drastic decision to get a job as a butler, working for the filthy rich.

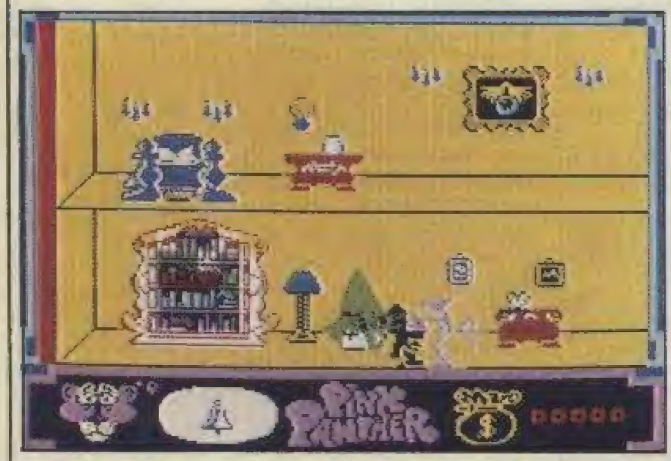
Of course, he doesn't plan to keep his light claws to himself. No way, José – he aims to steal as many valuable items as he can during the night. There's just one problem – his master is a somnambulist (no, I don't know what it means either). ('Sleepwalker', use your dictionary –Ed.) If he should bump into a wall or other solid object, the boss awakes and catches the naughty panther pink-handed.

You control the puce pussy (it's a sort of red, not the stuff you throw up after a ba-a-aad party) as, he carefully guides his sweet-dreaming master around the mansion by physically turning him around or by jingling a bell. And grabbing valuable objects on the way.

Other tricks up his fur are a variety of objects in his possession which can be inflated and dropped. These include a Pink Panther lookalike, catapults and boards to guide the master round obstacles. Also wandering around the house is that diligent detective, Inspector Clouseau. He can be dealt with by positioning an inflatable hole (honest!) in his path.

The idea of inflating objects sounds intriguing, but in reality the game's frustrating and unplayable. The slightest mistake causes the sleepwalker to wake up, ending the game. Worst of all is that you never have enough time to experiment with the positioning of objects, so progress is very much a trial and error affair – an extremely frustrating one at that.

PHIL 37%



▲ Pinch the silver, but don't awaken your sleepwalking master

NICK **This game is a faithful conversion of the cartoon Pink Panther, it's just a pity the cartoon's rubbish. The amount of clash is the first thing that amazes, but the worst is yet to come. The sleepwalker is just impossible to control. It's easy to make him change direction but when it comes to getting him across rugs in his way it's impossible. There are no tunes on the 48K or 128K machines and just the odd feeble effect.**

26%

IN THE PINK

- **Always insure that you have the correct apparel for each level (on Level One Pink Panther needs a top hat to gain the job).**
- **Ring the bell, or stand in the defensive position to change the sleepwalker's direction.**
- **Use inflatable items to aid in guiding the sleepwalker safely, or in the case of the inflatable Panther, to fool the Inspector.**
- **Whatever you do make sure that Pink Panther stays awake, watch the face icon (bottom left of the screen), keep him awake without awakening anyone else.**

The game looks horrible; the colour scheme is garish (pass the sun shades, vicar), and the rinky-dink pink himself looks little more than a small misshapen pussy cat than a large mother of a Panther.

Control of the game is so difficult that it interferes with pilfering. All this adds up to a game interesting in concept, but poorly implemented. My attention quickly turned elsewhere.

MARK 37%

THE ESSENTIALS

Joysticks: Kempston, Cursor, Sinclair
Graphics: garish backgrounds and sloppy sprites
Sound: awful effects and no tunes!
General rating: this panther's rosy colour must surely be due to appearing in such an embarrassing tie-in!

Presentation	45%
Graphics	34%
Playability	26%
Addictive qualities	25%
OVERALL	**34%**

Producer **Electronic Arts**
Out of pocket **£8.95 cass**
£14.95 disk
Author **Accolade**

You'd be wrong if you thought this was childsplay – *The Train: Escape To Normandy* is a serious simulation set in the occupied France of World War II. It's 1944. The Germans have stolen France's most valuable art treasures, and are taking them back to the Fatherland on a train.

You are brave French Resistance leader Pierre Le Feu. Mad, you're going to seize the train and deliver its precious cargo to the Allies in Normandy.

The mission starts at Metz station. Your injured colleague, Le Duc, has to change the points on the track while you give covering fire. Germans appear at windows in the station house and fire at you. Ducking to avoid their bullets, you're equipped with a machine gun to knock the smiles off those Nazi faces.

Time to climb aboard the train itself. A multitude of levers and dials faces you, plus a furnace, which can be opened to shovel in coal from the hopper. From time to time, enemy planes attack from front or rear. Switch

Producer **Firebird**
Out of pocket **£7.95 cass**
Author **Graftgold**

Sarnak has been summoned to retrieve the Zodiac Power Source stolen by evil Krillys. The brave adventurer's quest begins in the mysterious Ebbledown Forest, which lies above a vast cavern system, populated by hordes of Krillys's terrible demons.

Luckily for Sarnak, a network of magic platforms exists, created by Krillys for his own convenience. Using these, Sarnak is able to explore the demon-patrolled caves in search of the four elementals with which he can summon the Zodiac Power Source.

These are constructed from six pieces of magical tablet, scattered around the many caves, and can be used to defeat the powerful Guardian to allow escape from the current region.

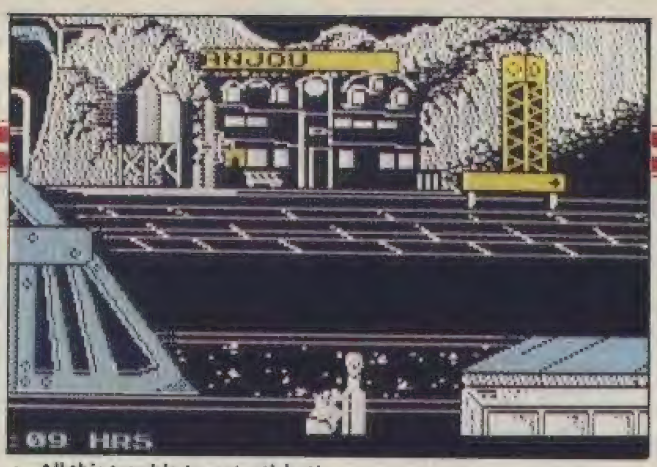
Soldier Of Fortune looks and plays rather like a cross between *Beyond The Ice Palace*, and *Ghosts And Goblins* – even down to the great patience needed to master the pixel-perfect jumping skills necessary to reach some of the more inaccessible ledges.

The various areas of the land

THE TRAIN

ESCAPE TO NORMANDY

● *Blast Nazis and save art*



▲ All this trouble to get a ticket!

to the appropriate view and deal a blast of machine gun death to the swooping planes.

One feature which looks strange for a game set in wartime France, is that with the red ground and blue trees it looks more like the planet Mars.

But with attacks from the German troops coming thick and fast, I suppose you haven't really got time to admire the scenery.

A map screen shows the position of the train relative to the various stations and bridges, while the report screen shows the amount of damage sustained by the train and its cargo.

Coming to a halt at bridges results in a battle against enemy gunboats, while on stopping at enemy stations, Pierre must again give covering fire to his partner. Once inside, Le Duc can send messages to the Resistance using morse code.

The Train isn't all about diligently watching gauges, but contains a fair bit of strategy. The three skill levels should help to preserve its appeal, but it's still a challenge on the easiest one! I will say this only once – I like it!

PHIL 78%

ON THE FOOTPLATE

- If the steam pressure is too low, close the throttle and stoke the furnace.
- At the stations, keep the fire button pressed to make shooting the guards an easier task.
- After destroying a gunboat, immediately move left/right, keeping the same cannon inclination to destroy the boat at the same screen height.
- When moving down the track, keep switching between front and rear views to spot attacking planes sooner.

A few more sound effects would have contributed something to the tension as well - it's a bit disappointing to pull the whistle only to hear . . . zilch. Still – with three difficulty levels and a strong incentive to get to the end of the journey, this is one iron horse it would be a shame to miss.

PAUL 82%

THE ESSENTIALS

Joysticks: Kempston, Sinclair
Graphics: odd-looking red and blue colour scheme for the track, but otherwise effective
Sound: simple spot effects – where's the whistle?
Options: three skill levels to choose from
General rating: more of a strategy game than a train driving game, there's nothing quite like it

Presentation	79%
Graphics	79%
Playability	83%
Addictive qualities	74%
OVERALL	**79%**

SOLDIER OF FORTUNE

● *Looking for tablets in a labyrinth of caves*

are linked by magic portals which transfer Sarnak to a different region. Also littering the land are the skeletons of other unfortunate adventurers; their trapped souls can be freed by contact with Sarnak, and they may gratefully reward him with a clue to the hidden location of the Guardian's chamber, accessed via a portal.

To start you are armed only with a simple bow and arrow, but more powerful magic weapons may be found, such as throwing daggers and swinging axes. Further aid is found in glowing crystals – collect eight for an extra life.

Soldier Of Fortune contains some cute, colourful characters patrolling a fairly large playing area of lifts and platforms. The hero is effectively animated as he leaps and runs through a multitude of caves. Although jumping around shooting demons is good fun, the lack of variety kills the appeal, especially when most of the screens have been explored.

PHIL 69%

FIGHTING FOR FIVERS

- Find the two tablets in each section before moving to the next.
- The entrance to the first Guardian's chamber is located in the middle of the left-hand edge of the playing area.
- When fighting a Guardian, keep jumping backward, turning in mid-air and firing.
- Try and find a magic weapon as soon as possible to make progress easier.

Roaming around a scrolling landscape collecting bits and pieces and fighting off various nasties isn't very appealing on its own, but with the added attraction of teleports, the game becomes quite addictive. If you're looking for a good excuse to lock yourself in your bedroom for a couple of hours, here it is . . .

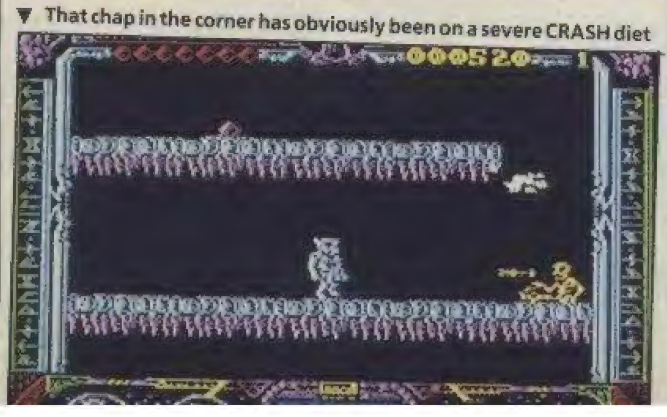
NICK 73%

MARK Even though much swearing is heard, and frustration is felt at first, patience and practice soon has you merrily bounding across the colourful, and well-drawn screens.

Overall, despite the fact that *Soldier Of Fortune* is playable, I feel it adds little to the existing platform and ladders format.

68%

▼ That chap in the corner has obviously been on a severe CRASH diet



THE ESSENTIALS

Joysticks: Kempston, Cursor, Sinclair
Graphics: well-drawn sprites patrol a colourful landscape of lifts and platforms
Sound: catchy Steve Turner title tune, plus plenty of spot FX
General rating: very unoriginal, though playable, platform and ladders game lacks lasting appeal

Presentation	69%
Graphics	70%
Playability	69%
Addictive qualities	64%
OVERALL	**70%**

FIVE FIST FULLS OF

ROY OF THE ROVERS

NEWSFLASH! Four of the Melchester Rovers five-a- side football team have been kidnapped... hours before a crucial fund-raising game to save their ground from grasping property developers. Time is running out and player-manager Roy Race MUST rescue his team-mates, dodging danger, escaping ambushes and boobytraps in order to play the most important game of his career!

CBM 64/128 **£9.99** cassette **£14.99** disk
AMSTRAD **£9.99** cassette **£14.99** disk
SPECTRUM **£7.99** cassette **£12.99** disk

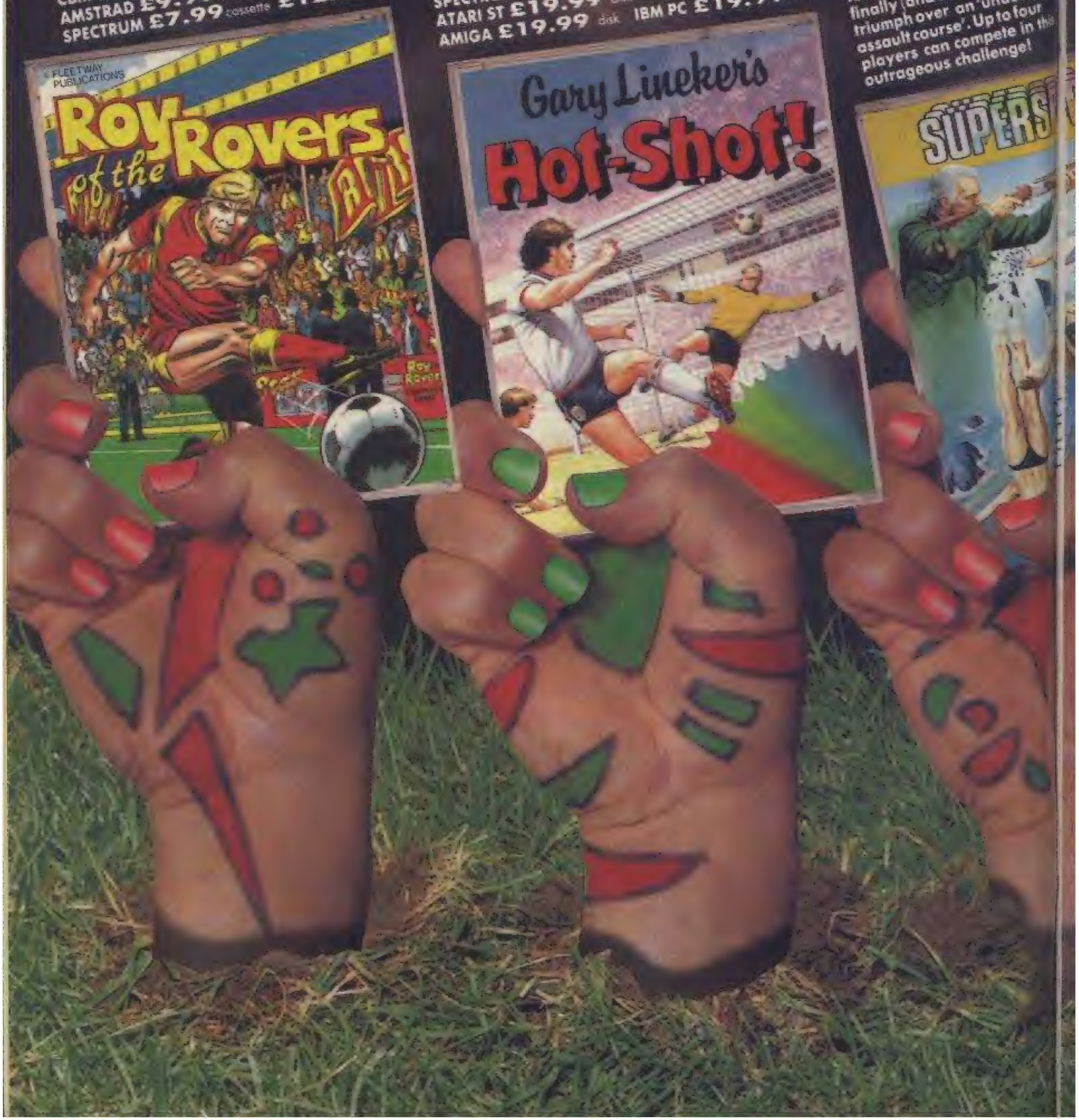
GARY LINEKER'S HOT SHOT

The most realistic football game ever produced for your computer. Play in a full-scale eleven-a-side football game complete with sliding tackles, throw ins, corners, goal kicks, fouls and even the dreaded referee with his red card.
With all these features to watch out for will you have what it takes to match the shooting skills of England's top striker in Gary Lineker's Hot Shot.

CBM 64/128 **£9.99** cassette **£14.99** disk
AMSTRAD **£9.99** cassette **£14.99** disk
SPECTRUM **£7.99** cassette **£12.99** disk
ATARI ST **£19.99** disk
AMIGA **£19.99** disk IBM PC **£19.99** disk

SUPERSPORTS

As varied and as bizarre a collection of unique sporting events as you are ever likely to find. Have you got a good enough eye to be a 'crack shot'; the nerve to attempt the 'devil dive'; the strength to 'smash slates'; the accuracy to shoot the 'cross bow'; and finally (and unbelievably!) triumph over an 'underwater assault course'. Up to four players can compete in this outrageous challenge!



SPORTING POWER

CBM 64/128
£9.99 cassette
£14.99 disk

AMSTRAD
£9.99 cassette
£14.99 disk

SPECTRUM
£7.99 cassette
£12.99 disk

GARY LINEKER'S SUPERSKILLS

Hot on the heels of the hugely successful Superstar Soccer comes Superskills, again endorsed by England's star striker. To command a permanent place in the national team means dedication – dedication towards hard work and training. The national coach has designed an extensive training programme which will improve your fitness, ball control, sharpness and accuracy. Can you prove yourself to be both physically and mentally agile and alert?

CBM 64/128 **£9.99** cassette **£14.99** disk
AMSTRAD **£9.99** cassette **£14.99** disk
SPECTRUM **£7.99** cassette **£12.99** disk
ATARI ST **£19.99** disk

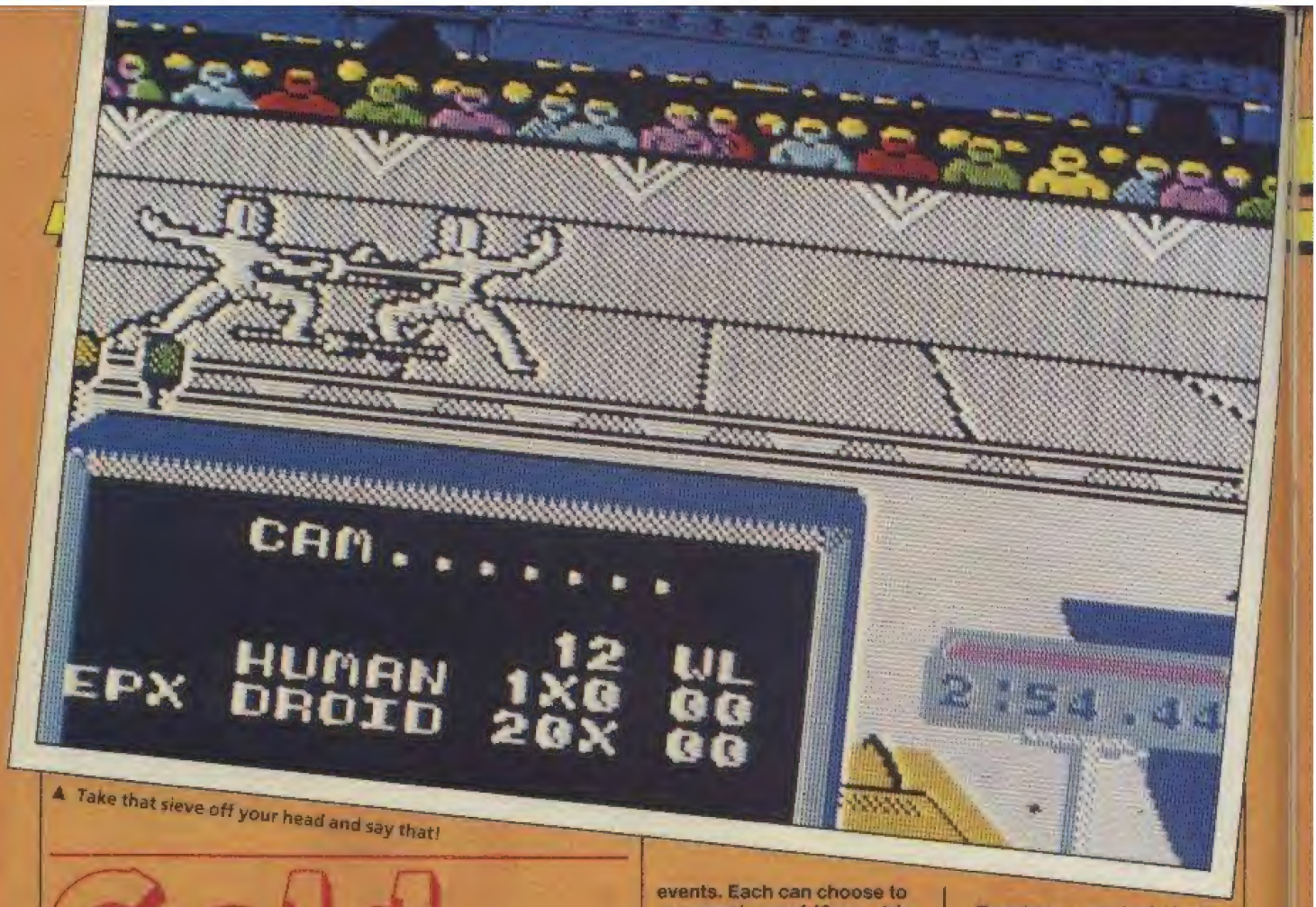
ULTIMATE GOLF

The ultimate golf simulation for your computer. See how different shots affect the way the ball is hit. Let the computer determine your skill level. Perfect your technique by following the example of the computer golf player. A must for all enthusiasts who've tried their hand at computer golf but never met a challenge as testing and enthralling as Ultimate Golf.

CBM 64/128 **£9.99** cassette **£14.99** disk
ATARI ST **£19.99** disk
IBM PC **£19.99** disk
AMIGA **£19.99** disk

GREMLIN

Gremlin Graphics Software Ltd.,
Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423



▲ Take that sieve off your head and say that!

Gold Silver Bronze

● *The battle for those elusive medals has begun*

Just in time for the Olympics, Epyx have appropriately released *Gold, Silver, Bronze*, a compilation of the previously released *Winter Games* (93%, Issue 26), and new to the Spectrum, *Summer Games* and *Summer Games II*. This massive, comprehensive sporting package covers a total of 23 events, ranging from the rigours of pole-vaulting to the gracefulness of figure skating.

In *Summer Games* and *Summer Games II*, up to eight players can compete in eight events. Each can choose to represent any of 18 countries in the chase for gold medals.

After the obligatory opening ceremony, competitors limber up for that strenuous event, the pole vault. Choose between three types of grip on the fibre glass pole, and your little man strides automatically toward the bar. Split-second timing is needed to plant the pole in the box and flip over the bar while releasing the pole. These three different requirements make for a very difficult (and therefore realistic) event. A similar technique involving timing is used for the high jump on *Summer Games II*.

Running events include the joystick-waggling 100m dash and the more strategic 4 x 400 metres relay – no waggling here (a good job too, as my arm's just dropped off!), just control the speed of the runner.

Complex aerial movements

Producer Epyx
Gold Sovereigns £14.99 cass
£19.99 disk
Authors *Summer Games I* Randy Glover, Stephen Landrum, John Leupp, Brian McGhie, Stephen Mudry, Erin Murphy and Scott Nelson
Summer Games II Larry Clague, Jon Leupp, Scott Nelson, Kevin Norman, Chuck Somerville, graphics by Michael Kosaka
Winter Games Sentient Software

▼ Which way to the Grand National?

A CRASH Smash

GOING FOR GOLD

- Practise each event before you play it. You can then work out where to jump, waggle or shoot.
- On the Skeet Shooting it's best to take your target into the middle of the range and let it fall down onto the skeets. You can get two with one shot if you do this.
- On the Biathlon event, if you just hold down the right key when going up hill instead of pounding away at left and right, you should go up just as well.
- In the Show Jumping slow down the horse as soon as you jump, this stops the rider falling off when they hit the ground.
- Don't waggle the joystick like mad in the Speed Skating – careful timing is needed to gain speed.

Each of the 23 events is just as challenging and addictive as the last. Particular favourites of mine are the Hot Dog (not the type from the fair!), Pole Vault and Skeet Shooting.

The best graphics are to be seen in *Winter Games* with well-coloured, detailed backgrounds and silhouette-like players, but the graphics are of a good standard all through.

As in real-life, the events are difficult to master at first, but once you've practised, you can begin to get somewhere and enjoy the compilation. Both *Summer Games I* and *Summer Games II* are multi-loads – a problem if you're using the tape versions – but *Winter Games* loads half the events at once so you can chop and change without having to break your tape recorder!

There are sound effects and tunes in most events except for the winter ones (being made in the 48K-only period). *Gold, Silver, Bronze* is good quality and great value for money. Buy it and you'll have hours of fun, guaranteed.

NICK 91%

▲ It's the boat race but where's Harry Carpenter?

and somersaults are involved in diving and vaulting. Both are controlled in a similar manner. The various joystick directions are used to control the speed of rotation as the athlete flies through the air. And careful timing insures you plunge headfirst into the water, or land on your feet.

Back down at the pool, it's time for some aquatic exertion in the two swimming events. These both involve pressing fire as the swimmer's arm enters the water to provide power, while pressing left to do one of those 'show off' underwater turns to turn round – well he wouldn't want to smash his head at the end of the pool!

The 100m freestyle has the competitor swimming two lengths of the olympic sized pool, while the relay basically involves the same thing but four times over.

A less energetic sport is that of skeet shooting – 'that's more my scene', says Nick as he puts his feet up while munching a 9-inch pizza with extra topping!

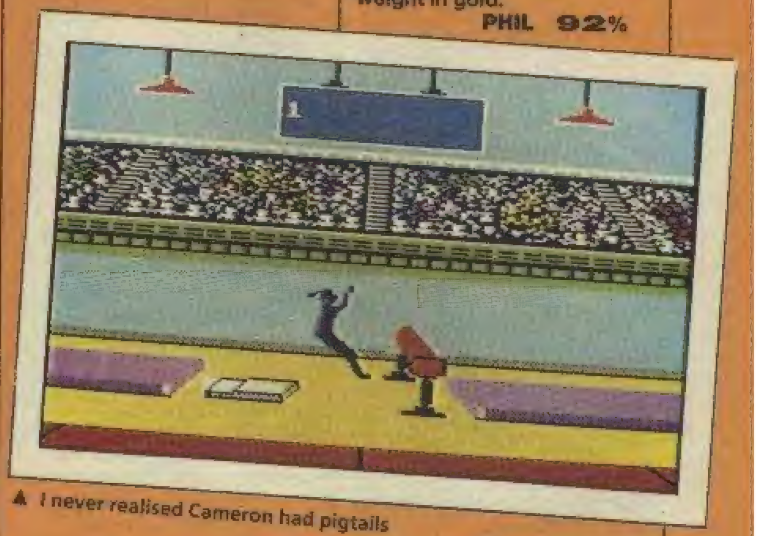
However, more exhausting events are contained in *Summer Games II*, including both rowing and kayaking, plus the unusual equestrian event, where you ride a horse, jumping over the fences.

Other excitements in this mammoth compilation are the triple jump, javelin, cycling – with a weird control method of rotating the joystick (if it wasn't mangled by the previous events!) – and fencing (not the wooden kind, Mark!), where the two opponents face each other on the piste (not down the pub, Dom!).

If this wasn't enough to wear you out, there are the seven icy events in *Winter Games* ie, both figure, speed and free skating, ski jumping, hot-dogging (without tomato ketchup), biathlon and bobsled.

Phew! It wears me out even describing all this exercise – I'm more a snooker and darts fan! Seriously though, *Gold, Silver, Bronze* has an unbelievably large number of events to keep armchair sports buffs happy, contained in a suitably massive box. If this isn't value for money, I don't know what is. Worth its weight in gold.

PHIL 92%



▲ I never realised Cameron had pigtails

MARK Wow! Be warned: one game of this type on its own is bad for the joystick, three of them are devastating. The 128K version of the game is graphically and sonically identical to the 48K version, but +3 disk owners will have their ears filled with national anthems on the 'pick your nationality' screen, as well as various jingles throughout the game.

Graphically *Gold, Silver, Bronze* is excellent. Nicely animated, monochromatic sprites energetically leap and bound across the screen in their attempts to win a gold medal. As always the best way to play these sport simulation games is with a couple of friends, but as Phil 'Carl Lewis' King keeps beating everyone else in the office, we have had to show him the 'red card' (as they say in sporting circles) to stop him playing.

Gold, Silver, Bronze is a first rate package that brings together the best of Epyx's sports games. For me to say that is a miracle.

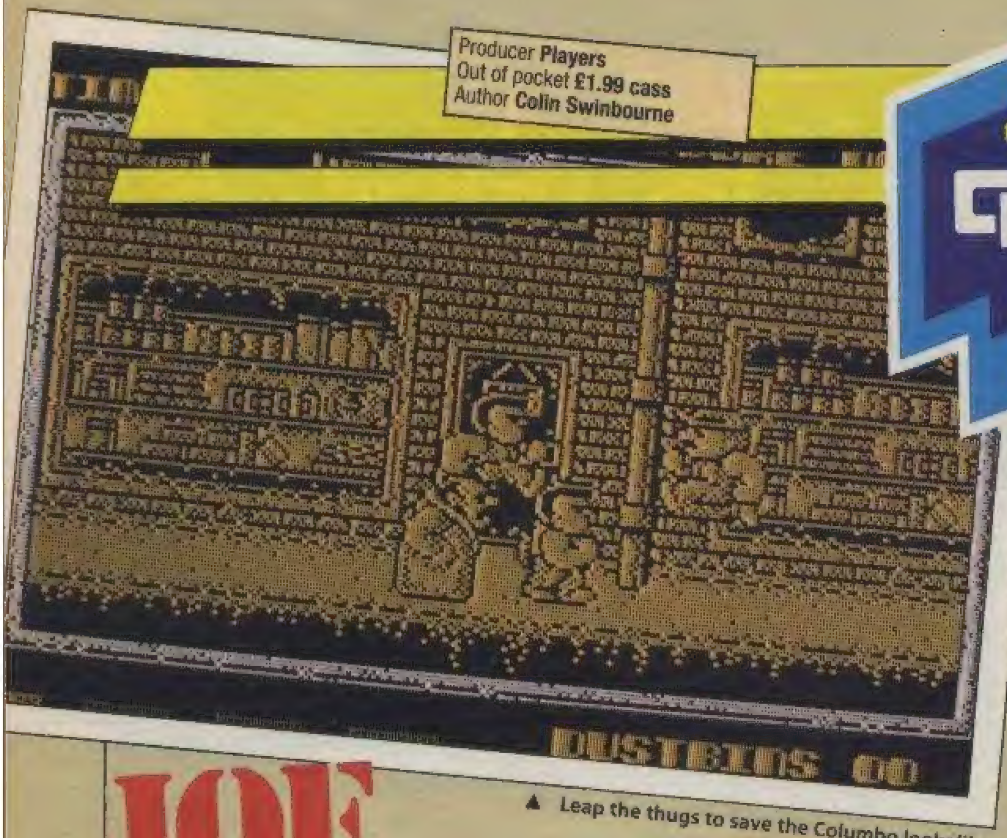
91%

THE ESSENTIALS

Joysticks: Kempston, Sinclair, Cursor
Graphics: well-animated, monochromatic sprites – especially in *Winter Games*
Sound: national anthems and a good tune at the start of each event
Options: up to eight players can compete (four in *Winter Games*)
General rating: with 23 events *Gold, Silver, Bronze* has everything any sports fan could wish for. A fun-packed compilation that represents excellent value for money

Presentation	90%
Graphics	86%
Playability	91%
Addictive qualities	88%
OVERALL	**91%**

Producer **Players**
Out of pocket **£1.99 cass**
Author **Colin Swinbourne**



▲ Leap the thugs to save the Columbo lookalike

A CRASH Smash

JOE BLADE II

● *Hit baddies very hard and not feel guilty*

Murderers, muggers, punks and other not very nice people fill the streets. It's 1995 and the public are being held hostage in their own homes. Who can rid us of these hooligans, guttersnipes and lovers of David Sylvian dirges?

Need you ask? It's Joe Blade of course.

After defeating the nefarious Crax Bloodfinger and his henchmen in *Joe Blade* (Issue 44, 84%), Blade (Joe), scourge of all nasty villains (ie Phil King and Nick Roberts), has returned in his never-ending fight for truth, justice, and the chance to hit baddies very hard and not feel guilty about it.

So enter stage left Joe Blade – there are 20 citizens to be rescued within ten minutes, or it's roller blinds for you. With innocent bystanders wandering about, the powers that be have taken away Joe's gun, forcing him to alternative means of disposal. Now a press of the fire button sends Joe leaping into the air, until his boot gently collides with a baddie's bonce (scoring 200 points in the process).

Most of the doors Joe passes through are unlocked, but some need opening with special keys, and 20 are provided at the start of the game, although more can be obtained (along with a 500-point bonus) when you collect five bouncing dustbins.

Don't forget to rescue hostages – they can be found doddering on the streets in their 'Columbo'-style raincoats. Run into one of these unhappy citizens and you access the subgame. This is quite simple: rearrange the number code into its correct order in 60 seconds, or Joe dies (this ends the game, as you only have one life).

Disaster also strikes if the timer runs out, although running into alarm clocks, which are occasionally encountered, resets the timer to ten minutes. So hurry Joe, time's running out.

Monochrome sprites and backgrounds cut out the risk of colour clash nicely, and the game's general appearance is fine. Although Joe has lost his gun he has little difficulty despatching the baddies with his ballet dancer leap.

Sadly, though I prefer this to the previous offering, boredom once again soon grabbed me. The backgrounds are all detailed, but they look too similar, the search for citizens became tedious, and I found the puzzles (once sussed) very simple. But short term *Joe Blade II* is playable, which wins much of my vote. See what you think.

MARK 83%

PHIL After an impressive debut, Joe's second appearance is no disappointment. Most striking are the number of catchy 128K tunes which accompany both the front end and the four subgames.

Kicking punks soon gets repetitive, but what really makes *Joe Blade II* so playable are the four puzzling subgames. The concept of arranging numbers in the correct order sounds easy, but you tend to make silly mistakes when under the pressure of a small time limit. I just love the way the program sadistically taunts the player by announcing that if the puzzle isn't solved you'll 'die in 60 seconds'!

My only gripe is that perhaps the task of finding the raincoat-clad citizens is a little too easy. Once the play area is mapped out, completion shouldn't take too long. But in the meantime there's plenty of fun to be had in this compulsively addictive sequel.

92%

BOUNCING BONCES

- Let your timer get really low before you reset it, otherwise you'll end up running out of little clocks at a crucial moment.
- Only jump at the punks when they are walking as you get get 200 points for them then.
- When you reach a subgame don't panic just take it easy and you can complete any of them.
- If your 60 seconds is running down and you have a multiface or other pause add-on, pause the game and think about what to do next.
- If you want to know where you've already visited, then leave a 200-point symbol bouncing on each screen.

If you thought that Players couldn't go one better than the original *Joe Blade*, then you ain't seen *Joe Blade II* matey! This takes the original idea and makes it doubly addictive and much more challenging.

It has all the fun and excitement with new subgames and excellently detailed new graphics. The music and sound effects are just right for this type of game. There is enough playability in *Joe Blade II* to last a life time – I just can't wait to play *Joe Blade III*!

NICK 92%

THE ESSENTIALS

Joysticks: Cursor, Sinclair, Kempston
Graphics: cutely-animated sprites on monochromatic backgrounds
Sound: a host of 128K tunes throughout the game
General rating: a worthy successor to *Joe Blade* with superb presentation and addictive gameplay

Presentation	87%
Graphics	85%
Playability	84%
Addictive qualities	83%
OVERALL	**90%**

One two three. One free too.

With Boots computer games you just can't lose. Buy any three from September 5th to November 19th and you get another one free. Just ask a sales assistant for the special Collect Card* and we'll stamp it every time you buy a game from our large selection of titles. With three stamps on your card, all you have to do is return to a Boots store. And then we'll give the game away.

A better buy at Boots

*COLLECT CARD ONLY AVAILABLE UNTIL 22nd OCTOBER 1988. ALL TITLES MUST COST £7.95 OR MORE AND BE FOR THE SAME COMPUTER. THE FREE OFFER DOES NOT APPLY TO COMPILATIONS. SUBJECT TO AVAILABILITY IN LARGER STORES ONLY.

WIN A MAD I
THE METRO
AND MAKE MICHAEL JACKSON A STAR

What a historic occasion; **US Gold**, one of the (they would probably say 'the') biggest selling software companies have just joined forces with (as far as Nick Roberts is concerned!) the biggest soft drink producers, **Pepsi-Cola** (who also make 7-UP). The result, apart from a bloated tum is that they are about to launch the computer version of the **Pepsi Challenge**, with ***Mad Mix Game*** being the first game to appear under this alliance.

A special competition requires a special prize.

Although I couldn't make it up to the National Computer Games Championships at Gateshead in person (I was still on holiday) I'm assured that it's a 'pretty hip place to hang out' (quote, Phil King). So what could be more fun than spending a mad day out at Europe's biggest out-of-town shopping complex (although it's not just shopping, there's cinemas and fun fares too!). US Gold have promised to pay for three readers (plus parents, if needed) to be transported up to lovely Gateshead. On rendezvous with one CRASH celeb and a US Gold rep, they will each receive **£100** spending money (or tokens), for use in the Metro Centre. Buy what ever you like, it's on on US Gold!

Twenty five second-prize winners will receive (not a crate of Pepsi, Nick) a copy of *Mad Mix Game* and a Pepsi-Cola poster of either **Tina Turner, Michael 'Wacko Jacko' Jackson**, or **Michael J Fox**.

What do you have to do? Well, it's dead easy. See the blank box on this page? It's not an(other) Art Department mistake, no, it's space for you to scrawl one of those fabulous drawings. This time, just think of another job that Wacko Jacko could do (instead of being a pop star), and draw the situation in the box. If you think Wacko would make a good council worker (?!?) then sketch out a pic of Michael sweeping the streets. Can't get much simpler than that!

If you fancy a day out in Gateshead, or a poster of one of your pop faves (as long as they are one of the three mentioned), grab an envelope, stick your entry inside, and despatch it post-haste to **I'M TAKING THE CHALLENGE, CRASH, *PO Box 10, LUDLOW, Shropshire SY8 1DB***. All entries must reach the office cat (Tibbles) by October 21, and as always the residing judges' decision is final.

DAY OUT AT CENTRE

CRASH COMPETITION

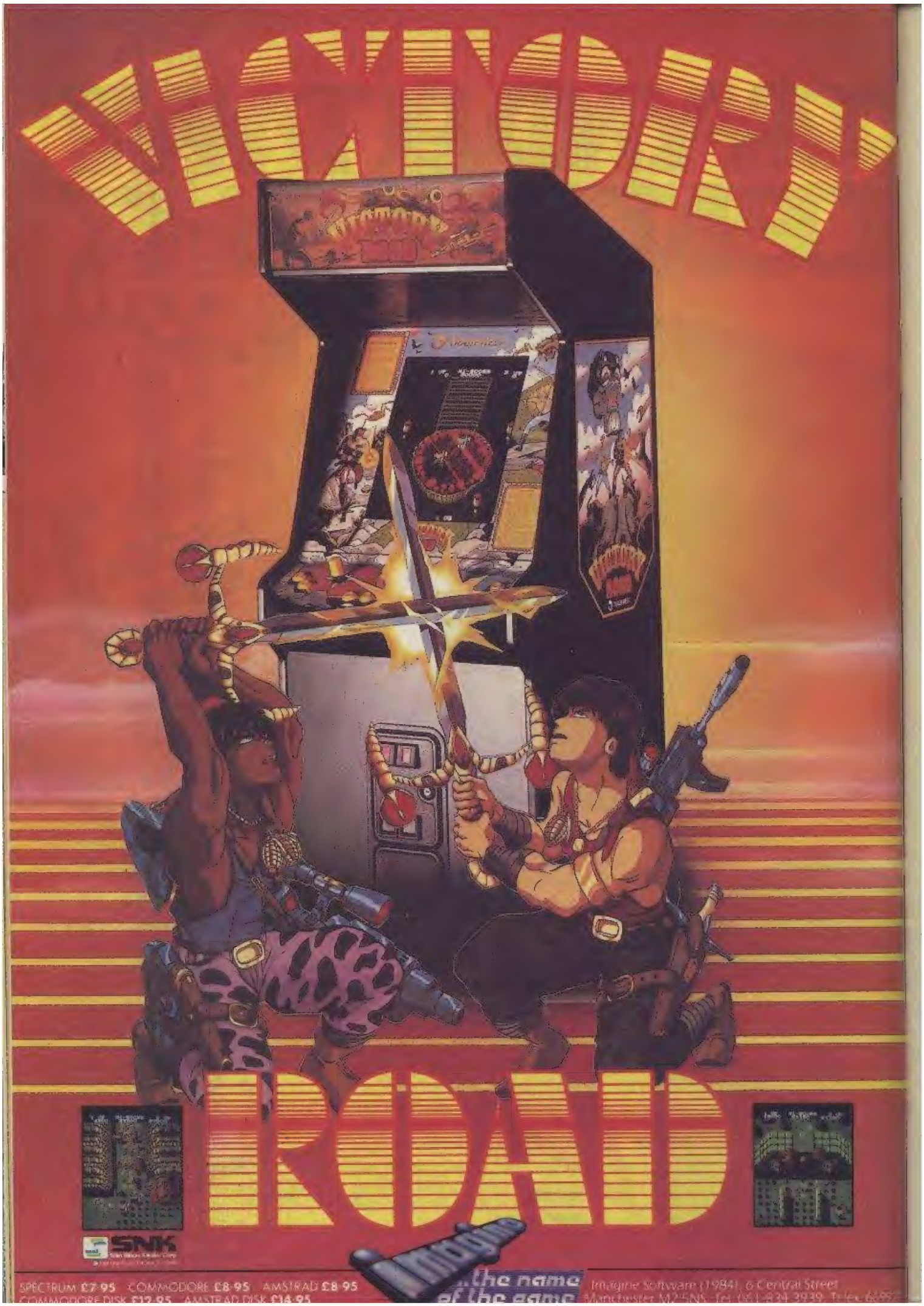
PEPSI

NAME ..... AGE.....

ADDRESS .....

.....

..... POSTCODE.....


VICTORY
ROAD
SNK
Imagine
...the name of the game
SPECTRUM £7·95 COMMODORE £8·95 AMSTRAD £8·95
COMMODORE DISK £12·95 AMSTRAD DISK £14·95
Imagine Software (1984), 6 Central Street
Manchester M2 5NS. Tel: 061-834 3939. Telex: 6[illegible]

SEEN IT ALL, DONE IT ALL

Regular CRASH reader ANDREW CHAPMAN could hold his thoughts no longer. The cyclic gush of unoriginal games did more than just arouse Andrew from his sleep. He decided to put pen to paper and try and work out why we are still putting up with the same old concepts, over and over again?

'Variety is the spice of life' they say, yet where is the variety among the new games that are released each month? It is easy to glance at the latest releases and make some glib statement about the many different games on offer. But however varied each month's batch of software may be, how many of the titles can legitimately boast a new concept in computer gaming? Well out of say, thirty new titles gracing the shelves every moon, perhaps one or two, though more often than not none at all.

While it is true that almost all games must inevitably fall into one category or another, too many software houses seem to be taking the easy option and just rehashing an old concept, perhaps just changing the graphics to make a game look different to its predecessors, but which is effectively identical in gameplay. It appears to the interested observer that the market is becoming saturated. The Spectrum is in a particular dilemma, having been on our desks for around six years in one of its various guises, almost every possible angle must have been tried in this period.

Commodore Crisis

The Commodore 64 is entering a similar situation, although it is perhaps saved by better quality sound and graphics. The Amstrad CPC range has had the benefit of youth, and so old favourites from the Spectrum and Commodore could be converted, and respectable sales achieved. However, even the Amstrad market is now entering the doldrums, as in general the same titles are being produced across the board. Fair enough, but the sad fact remains that the larger majority of these titles have been seen in all but name and presentation.

The shop shelves reveal a great number of similar games, for instance games like *Enduro Racer, Super Hang-On, Out Run, Crazy Cars, Roadblasters* etc, are all variations on a theme that has been with us since the advent of the home computer. Most software houses seem content to stay with tried and tested ideas; imitation may be the sincerest form of flattery, but what is the point of flogging a dead horse? Almost no one seems to be willing to go beyond the realm of the straightforward shoot-'em-up, collect-'em-up, or beat-'em-up types of game with some minor twist.

The only truly new concept I can think of is the Freescape technique employed by Incentive for *Driller* (Issue 47, 97%), and AGAIN used in the sequel *Dark Side* (Issue 54, 95%), but no doubt the secret will eventually be discovered, and the games copied until we have solid 3-D landscapes up to our eyeballs.

> 'Imitation is the sincerest form of flattery, but what is the point of flogging a dead horse?'

Name Without A Game

Many games over the last few years have been licensed from the arcades – *Out Run, Ikari Warriors, Bionic Commando, Alien Syndrome, Commando* and *Gauntlet*. Film tie-ins include *Back To The Future, Aliens, Blade Runner, The Living Daylights* and the soon-to-be-released *Live And Let Die* from Domark. Comic characters have frequently starred in their own games; *Nemesis The Warlock, The Hulk, Spiderman, Judge Dredd, Rogue Trooper* and *Batman*. What a great earner, buy a licence, knock up an unoriginal game and make a killing. Killing the good name of software certainly, why pay for a name without a game?

> 'Some companies do actually strive to be original'

There isn't much point in producing an inevitably poor conversion from a stunning arcade machine; comparisons are odious and the Spectrum version is bound to look pathetic in comparison to its arcade counterpart. Of course gameplay should be considered above graphics and sound, but they still play an important role, despite the Spectrum's memory limitations.

I don't object to old ideas being reused if the game is the best of its kind to date, I guess *Super Hang-On* would come top of my earlier list. Sometimes the older games (the grandparents so to speak) are the best. I can't think of an overhead view shoot-'em-up game that I prefer to good old *Uridium*. Most games are just run-of-the-mill copies that not only fail to match the originals, but offer little that is new. Nevertheless, if a game is sufficiently addictive or indeed impressive, then I suppose the question of originality doesn't matter very much.

To be fair, though, some companies do actually strive to be original, take *Pogostick Olympics* for example (Issue 55, 20%), nice idea, shame about the actual game. Others claim to have invented a new concept, but whether they actually have or not is a matter of opinion.

Budget Boom

It is forgivable however in budget software, as the budget market is an excellent way of rereleasing old classics (*Bomb Jack, Sweevo's World, Dan Dare, Bruce Lee, Saboteur*), although old duds are occasionally prodded awake from their slumber as well, and budget clones of admittedly superior full price games are worth buying, if you like the particular genre. So it isn't the budget market that is in a state of stagnant saturation.

Nor is it so with the fields of adventure and strategy, as there seems to be more scope for originality in this market. As in this genre realism is probably more important than originality, and perhaps less often achieved. Maybe it is because many adventures and strategy-based games are homegrown that they often have a fresh and original approach.

Ultimately of course, the responsibility lies in the hands of Joe Public. We as software buyers don't have to buy clones and rewrites, the trouble is that's very often all that is available. This is where the responsibilities of the producers lie, as there are only two possible bridges across the stagnant swamp of software as I see it. Either the new original designs from companies such as Incentive, or the excellent execution of products from the likes of Hewson. We either follow their lead, or we totter and fall into the murky slime.

> 'We either follow their lead, or we totter and fall into the murky slime'

23 WAYS TO ACHIEVE SPORTING IMMORTALITY

FIGURE SKATING

100M DASH

SPEED SKATING

HOT DOG

FREESTYLE RELAY (SWIMMING)

SKI JUMP

BOBSLED

TRIPLE JUMP

ROWING

JAVELIN

SHOW JUMPING

HIGH JUMP

FENCING

CYCLING

SUMMER GAMES I & II – Brand New on Spectrum and Amstrad

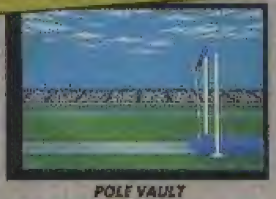
Screenshots taken from CBM 64/128, Spectrum and Amstrad formats.

CBM 64/128
£14.99c, £17.99d
SPECTRUM
£14.99c, +3 £17.99d
AMSTRAD
£14.99c, £24.99d

U.S. Gold Ltd
Units 2/3 Holford Way Holford,
Birmingham B6 7AX. Tel: 021 356 3388

EPYX U.S. GOLD

CANOEING


POLE VAULT

BIATHLON

GYMNASTICS

FREE SKATING

100M FREESTYLE (SWIMMING)

SKEET SHOOTING

4 x 400M RELAY

DIVING

LM'S FORUM

No sex please, we're CRASH readers – is that the message? Lloyd prints your titbits on the great Split Screen sex scandal, and splits some hairs himself!

A saying in the Mangram family is 'charity begins at home'. Yet everyone seems determined to sort out the problems of the world at large, while their own and their friends' lives remain in chaos . . .

Nothing has shown me this more vividly than the small hill of letters I received on the subject of sex in software – which means sex in software ads, really. A lot of it was reaction to the Split Screen article in issue 55.

I've had to cut many of the letters to get as many as possible in. But though you'll see that my own views are completely different, the £30 Letter Of The Month prize goes to Rachel Jones, **who has been buying CRASH since issue 15.**

Rachel wrote about US Gold's now-notorious Psycho Pigs UXB **ad –** 'what I can only describe as a disgusting piece of filth'.

'I am not a feminist of particularly strong sensibilities,' **says Rachel. She continues . . .** Women are not playthings, to be picked upon or put down like a computer game. What this advert is saying is that although the two Jack The Lads want the woman they can have the game instead, or indeed as well, she is after all holding it in a 'take me, take my game' fashion.

US Gold are telling us that a gamer can buy a woman or buy a game and THAT IT ALL AMOUNTS TO THE SAME THING; pick it up for a tenner, throw it away and buy another one when it is superseded by a superior game.

Ian Phillipson, in your Split Screen article, does not seem to think it worthwhile to worry about the effects of such adverts on women. What he is saying is 'Who cares? They're only women making a fuss. Mr Phillipson contends that 'tolerance should be shown to what others do, even of you don't like it'. He goes on to argue that this is a principle of a democratic society.

But another principle is that people should be able to object to what they disagree with.

Psycho Pigs UXB is not even a game with a woman in it. This is naked femininity purely for the sake of it. Maybe the US Gold promoters enjoy this sort of thing and think the rest of us do. I do not believe in censorship but instead I feel that people should vote with their feet.

Which is probably a more constructive way to vote than getting hot under the collar. Ian Walsh **of Cumbria sent in a step-by-step guide to voting with your feet . . .**

1 Don't buy the game.
2 See if it is possible to get the backing of certain chain stores. (Martech soon changed the cover of *Vixen* when Boots refused to stock it.)
3 Complain to the actual software company.
4 Write to the advertising companies or even Mary Whitehouse.

If enough people follow these actions CRASH may be able to concentrate on the games more and the adverts less.

Well said Ian!

Speaking of voting with your feet, or in this case with your mouth, I was sorry to hear from Catherine Davidson **of Romsey, Hampshire . . .**

I am writing to say how distressed I am at the picture on the front of the June issue of CRASH. I intend to cancel the order.

That wasn't sex, of course, but so-called gratuitous Oliviolence – something for another Split Screen, Ed?

Many people compared Psycho Pigs UXB **with the ads for Palace's** Barbarian **games and Martech's** Vixen **(the central subject of Split Screen).**

One David Lascelles **wrote . . .**

At least the page 3 beauties on *Barbarian* and *Vixen* had something to do with the plot, while the ugly so-and-so on the US Gold advert is a pointless expense.

Honesty is the best policy in more ways than one, it seems. One of our Spanish readers, Jorge Gonzalez, **took a similar view.** Don't you prefer to see an almost topless (whoops, sorry, I meant very good-looking) lady, instead of the bloody mouth of an alien, or the typical couple of men/women covered with bleeding cuts and using the very, very typical space-gun?

Fair point Jorge – at least these 'sexist' ads haven't become a software cliché – yet. Another obvious point, which is often ignored amidst the hysteria, came from Ian Bentley **of Coventry. He addressed his comments to parents who stop their family getting CRASH . . .**

If they are going to stop their children reading CRASH and other computer magazines because of these adverts, did they stop their children going onto the beach on their summer holidays, where the women are wearing exactly the same amount of clothing, or even less in some cases where they are just wearing the bottom half of their swimsuit?

Oh, and another point – did these mothers notice the bloke on the *Barbarian* advert? He was wearing less than the woman.

Another fair point Ian, though I'll say later why I think half-naked women in ads are on a different level from real-life sunbathers.

B Cooper **from Scotland also observed that there are men in the 'offending' ads . . .**

Everyone is complaining about the use of women on software ads, but what about men?? Has nobody noticed that the *Barbarian* ads also feature a man dressed in nothing but furry underpants???

B also gave a very personal objection to top-shelf inlays . . .

Every time you go into a shop and buy a game with a half-naked person on it you get funny looks and 'pervo' comments.

LLOYD'S PAGE 3

Which, I agree, is hardly fair – considering that the games are nothing like they look! Granny's very well, by the way, and thanks for asking. B.

Paul Chapman **of Stowmarket, Suffolk, made a similar point about packaging artwork . . .**

Boots are prejudiced against the Speccy and other such 'monsters'. They refused to sell *Vixen* with its old cover of a leopard-skin bikini top and loincloth-clad girl, yet they had Prince's album with him pictured in his (not so glorious) altogether. And even ye famous soap/shampoo adverts contain more porn than computer-game adverts.

Now a slight aside from John Hicks of Warrington.

I cannot recall half as much fuss when in 1986 *Sam Fox Strip Poker* was released.

Nor can I! Neil Manson **of Spilsby, Lincs, puts it all in context too:**

I don't see the connection between sex and slash-'em-up games, but I don't mind the odd page 3 beauty spread across the pages of CRASH. When it gets as bad as *Sunday Sport* then they've got something to complain about.

From historic York, city of walls, cathedral and (as I recall) excellent hamburgers, Andrew Dowd **took a similarly cool view.**

It's about time all this nonsense stopped. The women in these adverts are not being exploited by predominantly male ad men. They appear, of their own accord, in adverts which are chosen purely because of their commercial viability. Most people, whether to admire or express disgust, take a second look at such adverts, which proves they do their job well.

And Francis Moon **of Hull put the same point well with regard to** Psycho Pigs UXB **. . .**

The amount of naked flesh in an advert is really meant to give them the incentive to buy the game, not turn them into rampant sex beasts. She is merely a professional model working and earning money.

Exactly the point Andrew and Francis – let's not forget that these ads are produced to sell games, not to exploit women or anybody for that matter!

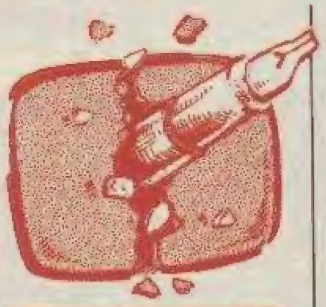
Matthew Scholes **of Luton spoke for many, including me . . .**

You see worse than the *Barbarian* and *Vixen* game adverts every day in *The Sun* and *The Star*. Corinne Russell in a bikini is hardly called porn or even risqué for that matter. And these women who whinge that these adverts are sexist are the whingers ashamed of the female body.

Now an opinion from the other side of the fence (and by the way, the balance of letters in this section represents the balance of YOUR views, not of mine . . . though they seem to be the same . . .).

Ian Fletcher **of London W4 gave Kati** congratulations on a tightly-argued case**. He continued . . .**

Surely the point is that the form of adverts such as *Barbarian I* and *II*, *Vixen* and *Psycho Pigs UXB* is irrelevant to the fun aspects of computer gaming.



SPLIT SCREEN

The adverts just don't fit.

Finally, before I get my say, what must be the strangest letter of all. Is it tongue-in-cheek? Or does Stephen Wilcox **of Dorset really not recognise sexism in himself when he writes it?!**

Bring back the girlie tipster and get rid of the sexist ads as they must be degrading for female readers.

As you can guess, after all that I had plenty of food for thought of my own. And what follows is based on my own opinions formed over the last couple of decades or so, as well as some discussion with people here at the Towers.

I don't particularly approve of sexist ads – in fact, I think they're worse than page 3 girls and porn magazines, because ads actually exploit people's unconscious sexism while porn is a simple matter of 'you pays your money, you takes your choice'.

38 & 39 LUVLIES

Having said that, I quite liked the Psycho Pigs UXB **ad – the way I took it, it seemed to be making fun of the idiocy of sexism just as much as exploiting it.**

But frankly, there are very few people who do not take a so-called 'sexist' attitude in their inner self – that is, they sometimes see other people as bodies rather than characters. As some of you pointed out, probably a lot of the protest over sexist ads is hypocritical in that sense.

And what still puzzles me is that people starve, innocent airliners get shot down, the world is damaged as thousands of miles of forests are demolished – yes, even to print magazines like CRASH – young (and old) people are falling victim to the far worse problems of drugs, alcohol and smoking . . . yet all we can fuss about is sex, that old taboo.

Obsession with sexism is just another form of obsession with sex. And so, underneath, the protestors are no different from the people they criticise.

IN THE BIN

Dear Lloyd
Games that are really rubbish should get awarded the CRASH Trash. Would *Piggy* get one?

Do CRASH Back Numbers provide the full magazine or part of the mag?

Cheuk Man Li, Wigan, Lancashire

Well, we've had the Smash and the Splash so I don't see why not the Trash – perhaps the Bash for beat-'em-ups and the Mash for games Nick can play over a nice plate of fattening potatoes? I'll suggest it to Ed, but he'll probably just sigh and look impatient as he always does when I come up with these ideas. CRASH Back Numbers supply the whole issue complete with Olicover (and CRASH Trashes!).

LM

MAIL ORDER ALL IN ORDER

Dear Lloyd
I am writing in response to Neill Stone's letter (Issue 55) which treats mail-order companies very unfairly. I have found through past experience that they have a lot to offer.

Neill bases his argument on three points, that mail-order companies offer negligible discounts, that they are unreliable and that they are slow.

The first point should be easy to check. If you turn to the Megasave advert on page 106, you will be able to see that the discounts are, in fact, considerable. *Action Force II*, reduced from £7.95 to £4.95; *Driller* reduced from £14.95 to £9.95. In fact you will find that most mail-order companies offer at least one third off the price of new releases.

Are these companies unreliable? Some may have been, but they would never last long, and you should have nothing to fear from the well-established companies. I have ordered nine games from eight different companies, and I received all but one, and on the ninth occasion I got a letter of apology and my money back, plus a voucher entitling me to a further 10% discount on any order as compensation! Anyway, even if one in ten of your orders go to a corrupt company, you will see that you still save far more than you lose.

Speed of reply varies from company to company, but five of my eight games had come back within a week, and the rest had arrived before the month was over, not an altogether bad record.

Roger King, Knebworth, Hertfordshire

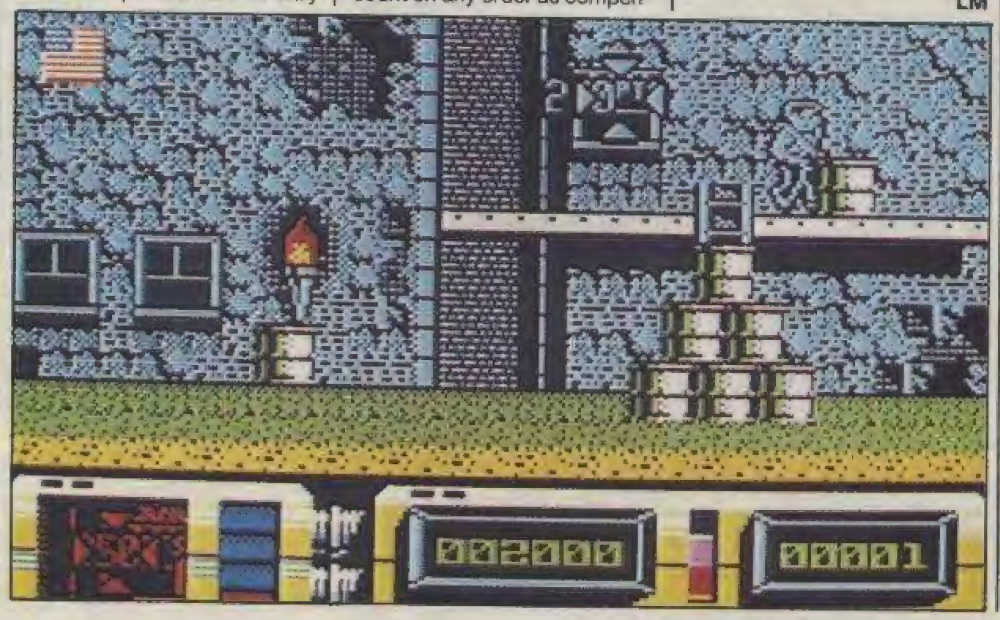
Mail-order firms used to have a terrible reputation but as you say Roger, they're getting better. One reason is that magazines like CRASH are legally responsible to make sure that mail-order companies who advertise in them don't rip off customers.

LM

UH-OH!

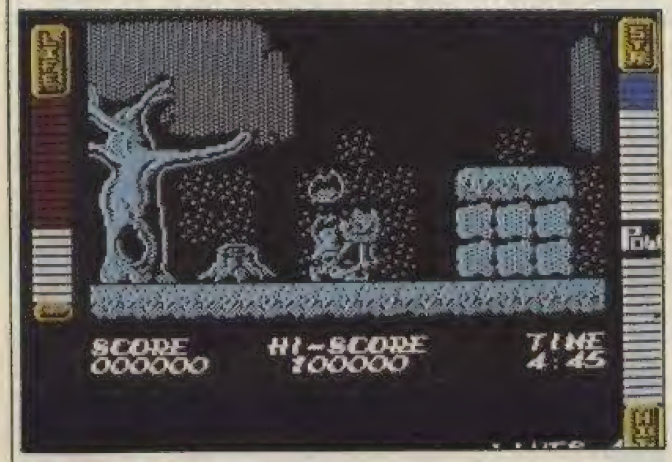
'Mr Scrooge' – sounds like Franco Frey to me – sent in a chart of his top five budget games which we haven't reviewed yet . . .

☆ **Egg Head** – Silverbird
☆ **Ninja Scooter Simulator** – Silverbird
☆ **3D Stock Car Championships** – Firebird
☆ **Beach Buggy Simulator** – Silverbird
☆ **Mr. Wimo** – Silverbird



FINISHED ATHENA?

Dear Lloyd
I'm writing to find out if anyone has completed *Athena* without the aid of a POKE etc. I can reach the last level – The Lost World – but it is very long and I always run out of time.
Paul Calvert, Peterlee, County Durham



HELP!

Dear Lloyd
What on earth happened to FEAR?
Dave Bunce, Grange–Over–Sands, Cumbria

I'm too scared to tell you. No seriously – the first issue of FEAR has been on newsagents' shelves for many weeks and Them Upstairs are just finishing off the second one, full of slugs and snails and other things too disgusting to go into. (Go on – Ed.) Not all small newsagents stock it though, so try a big branch of WH Smith.

LM

A PROGRAMMER COMPLAINS

Dear Lloyd
I would like to thank CRASH for reviewing my CRL game *Cyberknights* in the June issue. I would however, like to make a few points concerning the program. Although your reviewers weren't very enthusiastic about the game, I did feel that their views were a fair reflection of the game's worth as a one-player game.

However, the game is intended for two players, with the one-player version being an introduction. I did point this out to CRL but unfortunately they saw fit not to mention it on the packaging. This being so it is hardly surprising that your reviewers chose to review it only as a one-player game.

The review also made little mention of the design program part of the package. This program is not a freebie thrown in as an afterthought, but is crucial to the concept of *Cyberknights*. I expended a great deal of effort to make sure that it would be easy and fun to use, since I envisaged it being loaded before each play session in order to design a new pair of protagonists.

Although superficially the game is about finding your opponent and blasting him, the essence of it lies in producing an effective robot design for yourself, and in discovering the correct tactics to counter the types of hardware that your opponent has chosen.

Cyberknights may not be everybody's cup of tea, but it does have a lot more to it than your review suggested. Perhaps your reviewers could try it with two players and let us know what they think.
R T Smith, Egham, Surrey

Nonsense RT, we hardly made 'little mention' of the design program – Paul and Nick both mentioned it in detail but they thought it was pointless. It may well be CRL's fault as you say, but to be fair we have to review games the way people buy them – which isn't always as the programmer intended them. Because the packaging didn't say Cyberknights **is a two-player game most people will buy it as a one-player game! And as you admit not a very good one! Better luck with your software house next time, though.**

LM

Show in September, snow in November – that's what I told grandma the other day. Not that she knew what the PC Show is, mind you, I was just trying to show her I could make up proverbs too!

I've got to keep it brief this time, or should I say I've got to keep it out of briefs and fully-clothed? The reason is, there were so many letters on the sex/ Psycho Pigs UXB**/Split Screen debate that there's not much room for the ordinary ones!**

More of those next month – in the meantime, drop me a line or 204 at:

LLOYD MANGRAM'S FORUM
CRASH
PO BOX 10
LUDLOW
SHROPSHIRE SY8 1DB

ALIENS... THE GOOD...

THE VINDICATOR!

KONAMI COIN-OP ACTION

Beyond infinity lies the evil galaxy dominated by the forces of the despotic SALAMANDER. A hero must persuade his compatriots to join him on a journey into hell and beyond. Organic Monsters of destruction, Nuclear Spiders, Infernos burning like raging seas in torment, Caverns of Despair, Demons beyond the dimensions of our minds.

SPECTRUM
£7.95 EACH
SPECTRUM
AMSTRAD
£8.95 EACH
COMMODORE

ALIEN FORCES WREAK HAVOC ON OUR PLANET. THE EARTH TORN AND BLASTED IN WHAT SEEMED THE FINAL WAR. BUT ENOUGH SURVIVED TO UPHOLD THE LAWS OF JUSTICE AND REVENGE. NOW ONE MAN MUST FACE THE FINAL ENEMY. HE IS THE VINDICATOR. ACROSS A TORTURED LANDSCAPE AGAINST INCREDIBLE ODDS HE MUST BATTLE THROUGH TO THE ENEMY STRONGHOLD. DOWN INTO MAZE LIKE CORRIDORS FILLED WITH MUTATED GUARDIANS UNTIL HE REACHES THE INNER SANCTUM OF THE DARK OVERLORD TO STRIKE THE FINAL BLOW OF RETRIBUTION. BECOME THE VINDICATOR IN THIS MULTI-SECTIONED GAME OF SURVIVAL AS STATE-OF-THE-ART GRAPHICS TAKE YOU ON THE ADVENTURE OF A LIFETIME. STRIKE BACK. BEFORE IT'S TOO LATE!

SALAMANDER

Imagine

...the name of the game

©Konami

COME AND SEE US ON STAND No 2101 THIS YEAR AT THE PERSONAL COMPUTER SHOW 14th-18th SEPTEMBER EARL'S COURT LONDON.

...AND THE EVIL!

IMAGINE SOFTWARE · 6 CENTRAL STREET · MANCHESTER M2 5NS · TEL: 061-832 6633 · TELEX: 667799 OCEANS G · FAX: 061 834 0650

GET SAVAGE

IT'S AMAZING WHAT A REAL COMPUTER GAME CAN DO.

- HURL A VOLLEY OF AXES
- FIRE BOLTS OF LIGHTNING
- WRESTLE FEROCIOUS BEASTS
- LEAP OVER BLAZING CHASMS

FIREBIRD

A LEGEND IN GAMES SOFTWARE

Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.
Firebird and Firebird Logo are trademarks of British Telecommunications PLC.

SEE US ON STAND 3447 AT THE P.C. SHOW, EARLS COURT, 14-18 SEPT.

ADVENTURE TRAIL with Samara

Offerings from the major software companies are few and far between at the moment. Only Rainbird keep the flag flying this month, with the topical scenario of insider-dealing. With this current lack of adventures from the larger software houses, it's fortunate that the homegrown market is going stronger than ever. Strangely enough, all three adventures reviewed this month are text-only, proving that snazzy graphics aren't always necessary. Sometimes text on its own creates a better atmosphere, leaving something to the imagination. But enough talking for now. Are you sitting comfortably? Then I'll begin . . .

CORRUPTION

Rainbird, £15.95 disk only

Set in the vicious world of high finance, *Corruption* explores a topical subject – insider-dealing. To the uninitiated, this illegal practice involves using sensitive, confidential and privileged company information to make a huge profit by buying and selling shares on the Stock Exchange. Buy when the shares are cheap and are going to rise suddenly – before a takeover bid – and sell when the shares are expected to make a sharp drop – just before a company goes bankrupt. The plot thickens with the additional shady dealings in drugs – especially cocaine – which high-powered executives snort through silver straws.

Derek Rogers has just been promoted to a full partner in the stockbroking firm of Rogers and Rogers (Rodgers the Dodgers? – Ed). Along with his new job he also gets a new office, a secretary and the obligatory BMW. But behind this respectable façade David Rogers, Derek's partner, is up to no good. The Porsche-driving David is up to his neck in corrupt deals and the Fraud Squad are onto his trail. Being of a devious and indeed sinister nature, David decides to frame his unknowing partner, Derek.

The adventure commences on the day of Derek's promotion. Your cunning colleague is already scheming behind your back, forging evidence which he intends to plant on you. Resorting to violence against this slimy reptile is of no use – hitting him results in David spouting some bad language and knocking you out! When you awaken, you find yourself in a police cell and the Fraud Squad have found the evidence to convict you for insider-dealing. Best to play it thoughtfully.

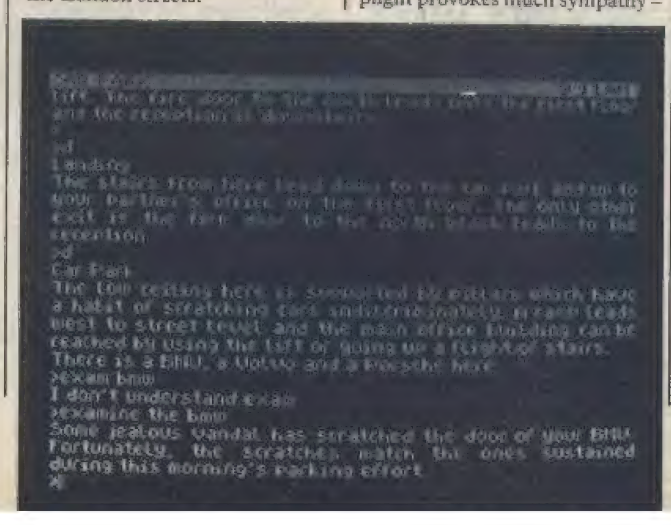
Derek's only hope is to recover the evidence to make sure that David grabs the 'wrong edge of the blade'. An air of mystery and suspense is created by the strange goings-on at the firm. There are odd substances hidden in toilet cisterns and secretaries who won't even let you use the phone (you're so well thought of that your office doesn't have one).

To aid the player in this perplexing scenario, the packaging contains many useful hints in the filofax-style documentation. This includes a helpful diary/address book, a casino gambling chip (!), and a cassette containing conversations between David and Derek. Also recorded on the cassette is some pleasant *Corruption* (not corrupted) music to listen to while you're wandering around the London streets.

As in previous Magnetic Scrolls adventures, *Corruption* features a highly sophisticated parser which is necessary for the extensive character interaction involved in proving Derek's innocence. Problems involving objects are limited mainly to the simple 'key unlocks door' type. Derek seems to be able to carry an infinite number of items, removing the all too typical problem of careful object selection. This freedom epitomises the general feel of *Corruption*, Derek has few restrictions. The real problems involve manipulating the many characters which Derek meets on his travels. Trying to extract valuable clues from them while hiding your devious intent is particularly hard.

Unfortunately, most of the people working at Rogers and Rogers are distinctly curt and unhelpful. Miss Jenkins, David's secretary, is particularly touchy and can certainly not be trusted. In fact she seems virtually illiterate and blurts out things like 'You're confusing me wiv all them big words'. (Get your LMLWD out, luv – Ed.) The only thing she knows is how to shred David's incriminating documents, whilst the only things she can file are her nails!

Success can only be achieved by being cunning and daring – search your colleagues' offices while they're out. Mind you, Derek's plight provokes much sympathy –



even his bitchy wife is having an affair with David, and now she wants a divorce. (It doesn't rain, it pours – Ed.) The poor guy can't win! With the sinister scenario it's a relief that the odd bit of humour is present: in the hospital TV room there's even a teddy bear named Boris, with a stethoscope (could come in useful?) round his neck!(?)

Corruption is a deep and intriguing adventure. Although the Spectrum version lacks the graphics of those on other machines, it loses nothing in atmospheric qualities. The modern setting also makes a refreshing change from the usual diet of mythical scenarios – an extremely professional package which might prove a little too difficult for novices. With so few adventures around, this has got to be one for the adventure alcove.

Overall **85%**

DOUBLE AGENT

Tartan Software, £3.95

A starship has been sent to the planet Marego to defeat the invading rebels who bring with them a precious power crystal. This crystal (so powerful it has to be stored under oil!) is gradually polluting the life-supporting atmosphere. Unfortunately, the exploration team were attacked by rebels – two escaped, though. These two agents (controlled from the mothership via in-built communicators) must recover the crystal and bring back some seaside, ummm, geological rock and water samples.

The top of the screen is split in two – half for each independent agent. Each is controlled using simple verb/noun commands (the instructions state that the agents were brainwashed and can now only understand simple orders – how convenient!). Control is automatically switched to the other agent after one has moved, but this can be effectively switched off by telling one agent to WAIT.

The concept of having two agents is not simply a gimmick, each has different attributes. Agent One is strong but can't understand a word of the local lingo, so he's unable to read signs etc. On the other hand, Agent Two is more of an intellectual, but hardly Arnold Schwarzenegger!

Firstly, you must get both agents together to help each other. This is made difficult by an obstructing blank door as well as each agent having problems that the other could easily solve (if only he were there). For example, Agent One can find a computer but is unable to operate 'the confounded contraption', let alone read the words on the screen. A great deal of lateral thinking is needed to solve some of the perplexing puzzles. To aid progress in this difficult enviroment, a useful RAMSAVE option is included, as well as the standard tape SAVE.

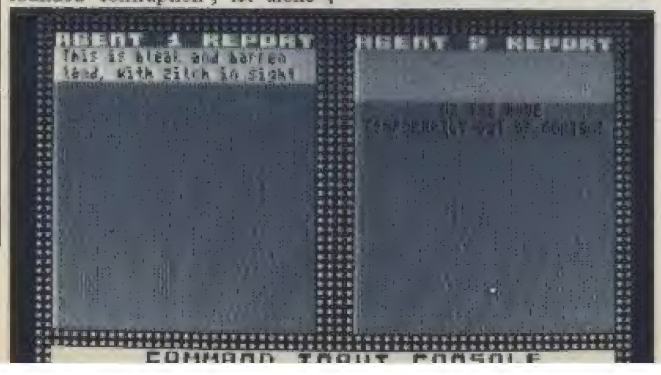
All this exercising of the old grey matter might get a bit much if it wasn't for the little snippets of humour. The agents reply with such classics as 'You're having me on' and 'You're winding me up', and help to give themselves some personality.

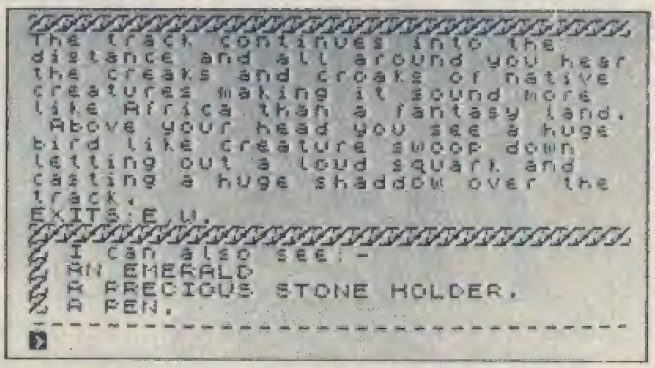
The display is well laid out and clear. Location descriptions are kept short but contain everything you need to know, while all objects can be examined. *Double Agent* is an innovative piece of homegrown software featuring some intriguing interaction between the two agents. An extra bonus is the very witty (terribly corny) *Escape* on the flip side. This simply involves escaping from a prison cell with the help of a friendly wizard and a genie. It's quickly solved, as plenty of hints are given in the text. But it's funny, and a nice freebie to complement the difficult, main text-only adventure.

And if this isn't enough value for money, Tartan Software are also offering a £50 prize for the sender of the shortest solution to *Double Agent*. Get cracking, the closing date is November 30 . . .

Double Agent is available from *Tartan Software, 61 Bailie Norrie Crescent, MONTROSE, Angus, Scotland DD10 9DT.*

Overall **81%**





THE ANAMAGON'S TEMPLE

Mediandroid, £1.99

This is the sequel to *The Fantasy* (Issue 43, 49%) and like its predecessor, is text-only. In *The Fantasy* the hero began his search for his missing father, who you'll remember was being held captive (quite why, we weren't told) by a large creature called the Anamagon, living in the Anamagon's temple. (Well, where else would he live? – Ed.) The hero began his quest in the present-day world but soon found (and subsequently travelled through) a time corridor to a weird world. This strange land was conquered to allow entry into the Anamagon's Kingdom.

The sequel starts in the heart of a thick, leafy forest. The adventurer initially carries only an amulet and some wine – not much to show for after all the trouble he's already been through. This seems to be a dangerous place; when only a couple of moves can result in falling into a mantrap, chewing up your foot quite badly. However, subsequent visits to the same location bring up exactly the same message as the first time. As the injury is both unavoidable and has no effect whatsoever on your progress, it all seems quite pointless.

Indeed, most of the locations in the forest are empty and the only course for progress is to travel east, where a bag can be found. When examined, it reveals its contents: an emerald, a pen and a precious stone holder. Irritatingly, these items must be picked up individually, as the simple, verb/noun parser doesn't recognise the word ALL. Even more annoying is that if the bag is re-examined, the three items are automatically dropped again and the program stupidly assumes you've just found them again!

There are loads of bugs and worse still, as in the prequel, the lengthy descriptions are absolutely littered with both spelling mistakes and missing words. OK, so one or two typing errors are present in most adventures, but here mistakes appear in virtually every location – even the instructions to the game manage to misspell 'weird' (as wierd). (So whot, we all mike mistokes – Od.)

However, the main problem with *The Anamagon's Temple* is not technical; it's the lack of any atmosphere created by clichéd descriptions and shallowness of interaction. Most surprising is the non-recognition of the virtually universal LOOK command, SEARCH is also not catered for. Therefore, if there are any objects in a particular location (which there usually aren't), they are automatically found without having to search for them (boring). Even the EXAMINE command gives a fixed and usually superficial description. HELP brings up one of a handful of fixed messages (not much *help*, really).

So what we have here is an essentially linear set of problems, where the difficulty in solving them is in finding the correct word. For instance, when trying to cut open a fish, neither CUT FISH (!) nor USE KNIFE (!) works – only entering the rather strange-sounding OPEN FISH (!?!) does the trick. This sort of word-finding problem was commonplace in the earliest adventures and frustrating enough then!

The Anamagon's Temple resembles a very early, amateur adventure, with its standard character set on a perpetually yellow background. Littered with bugs, it fails to improve on its equally poor prequel. As such, it isn't recommended. Even at the small price there are far more entertaining budget adventures available.

The Anamagon's Temple can be bought directly from *Mediandroid, c/o 285 Melchett Road, Birmingham Factory Centre, King's Norton, BIRMINGHAM B30 3HN.*

Overall **39%**

ADVENTURE TRAIL

SIGN STUMPS

THE BIG SLEAZE

MARTIN MCCARTHY wants to know the complete list of places he can drive to. He also wants to know what to do with the fishing net. (Go fishing? – Ed.)

Part One: *The Office, The Police Station, Ben Durr's Place, Joe's Place and 21st St.*
Part Two: *Central Manhattan and Central Park.*
Part Three: *Home, Chinatown, Brooklyn Heights, Kenmare St and Battery Island.*

The net is used to catch the whale near the bridge in Part Two.

THE PAWN

ANDREW BARNES can't get to the magician's workshop without being eaten by the dragon or killed by the magician.

In the chamber, SHINE WHITE AT SHADOWS. *When the dragon is squinting,* POINT AT SHADOWS *and he will see the hobbits.*

You can now proceed to the workshop where the wizard stares at you. Throw the potion bottle at Kronos and press the nozzle to kill the wizard.

ZZZZ

STEVEN BAILEY would like to know how to get the bucket out of the sand.

Get the spade, dig in the sand and lift the bucket. (Obvious! – Ed.)

CUSTERD'S QUEST

JAMES COYLE is stuck in this popular and humorous adventure, and wants to know where to throw the bomb, axe and photo.

Throw the bomb at the door in the tower to allow entry to the necromancer's study. Then throw the axe to cut the chandelier; this falls onto the necromancer, trapping him. Now DROP *the photo to complete the game.*

PLAY IT AGAIN, SAM

MICHAEL BUCK can't think what to say to Gloria Guest when she enters the room, sits down and starts crying. (Ahh.)

The answer is simply, SAY YES, *she then gives you 200 dollars and an old envelope.*

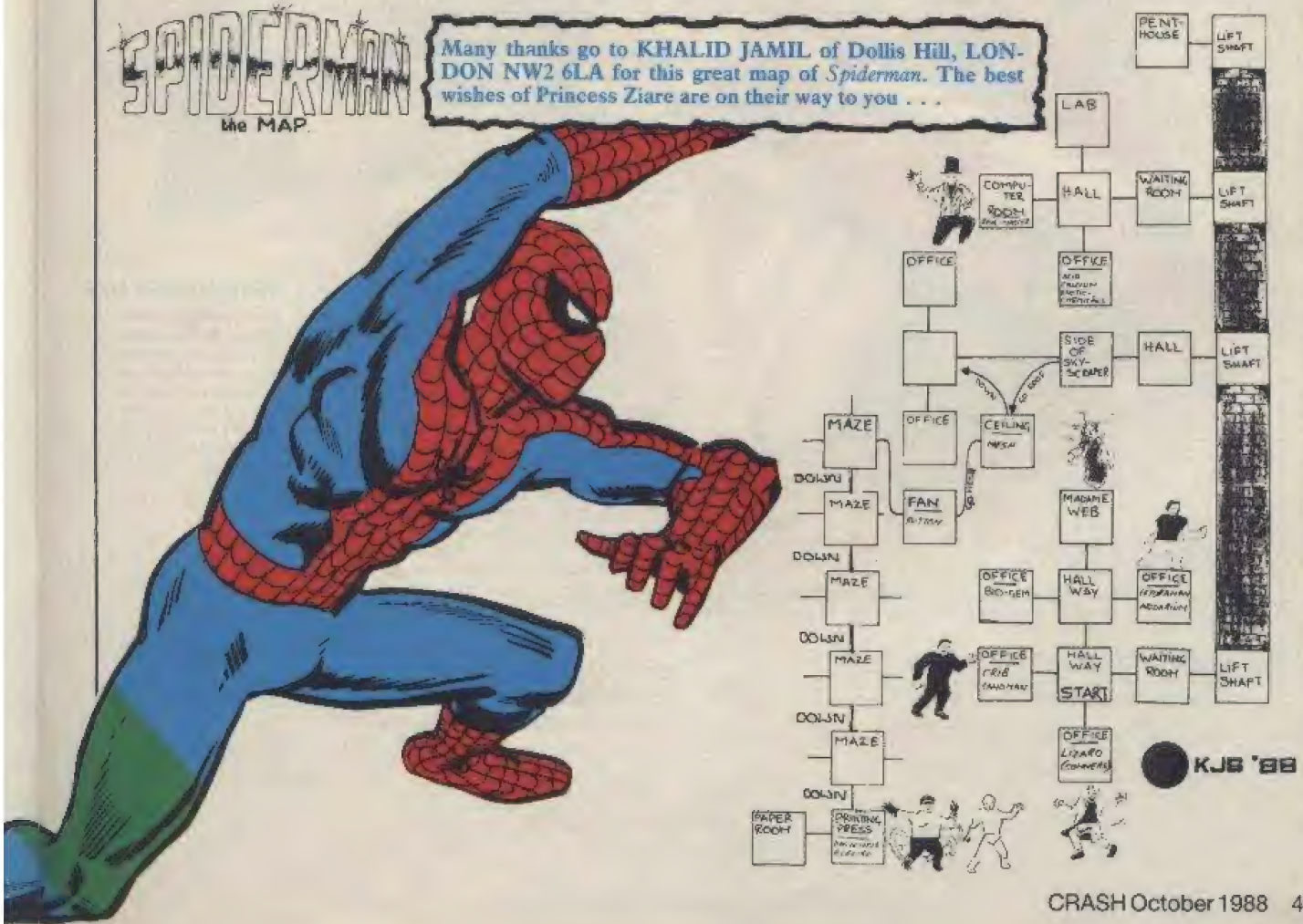
BORED OF THE RINGS

JEREMY BENNETT is stuck in a tree in the forest and wants to know how to get out.

Just CALL *or* SHOUT HELP *and Tom will come to the rescue.* (Good ol' Tom – Ed.)

SPIDERMAN the MAP

Many thanks go to KHALID JAMIL of Dollis Hill, LONDON NW2 6LA for this great map of *Spiderman*. The best wishes of Princess Ziare are on their way to you . . .



THE DOMI

...Fall for one of our games

Once you have experienced the superior graphics, superb
you'll be falling over yourself

ROAD BLASTERS™

Super charged destruction... the ultimate race against death, Road Blasters delivers all the gripping action and high speed thrills of this arcade spectacular.

CBM 64/128 Cassette **£9.99** Disk **£14.99**
Amstrad Cassette **£9.99**, Disk **£14.99**
Spectrum Cassette **£8.99** +3 Disk **£12.99**
Amiga £24.99 Atari ST £19.99

SHACKLED™

Your friends are prisoners within the mysterious castle. Release the fetters that bind them and chain them to yourself; only then can you make your escape. Release as many as you can for their predicament is dire, though the more you have on your chain the slower your progress will be. Defend yourself with a choice of 8 different weapons! Battle your way through 112 stages of gripping continuous action. Defeat your foes, rescue your friends, escape from every stage; only then is freedom yours!

CBM 64/128 & Amstrad
Cassette **£9.99** Disk **£14.99**
Spectrum 48K/128K+2 Cassette **£8.99**
+3 Disk **£12.99**
Atari ST £19.99

PSYCHO PIGS UXB™

Finish your Smokey Bacon crisps and get your teeth into this meaty pork pie of a game. When the referee's whistle blows, its trotters to the ground in the intergalactic pig-sty as you take on a group of pigs all wishing to avoid the Sunday's dinner table. Pick up bombs and throw them at your opponents before they make sausage meat out of you.

CBM
Cassette **£9.99**
Disk **£14.99**

Spectrum 48/128
Cassette **£8.99**
+3 Disk **£12.99**

Amstrad
Cassette **£9.99**
Disk **£14.99**

U.S. GOLD

U.S. Gold Ltd., Units 2/3|Holford Way, Holford,
Birmingham B6 7AX. Tel: 021 356 3388

NO EFFECT...

the rest will be irresistible

sound and unmatched playability of our games
in an effort to get the rest...

DREAM WARRIOR™

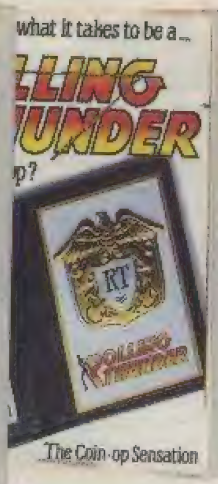
A Kaleidoscope of Psychological Warfare—The life forms of three prestigious government officials have been captured by the dreaded Dream Demon. He now has the vital information to formulate his evil plans.
Overcome the two headed monster, the Demi Demons and the final confrontation with the Dream Demon himself and then only you, the DREAM WARRIOR, can save the world.

CBM 64/128
Cassette £9.99
Disk £11.99
Spectrum
Cassette £8.99
+3 Disk £12.99
Amstrad
Cassette £9.99,
Disk £14.99
IBM PC £19.99

DESOLATOR™

Smashing its way towards you – out of the arcade into the computer, a fury of havoc and destruction straight from the Halls of Kairos.
Fight your way through to the castle owned by KAIROS – the Great Satan – and free the captive infants held behind mysterious mirrors. Smash the mirrors to break Kairos' evil spell and upon completing your quest, transform into the invincible Machoman and desolate all in your path.

CBM 64/128
Cassette £9.99
Disk £14.99
Spectrum
Cassette £8.99
+3 Disk £12.99
Amstrad
Cassette £9.99
Disk £14.99
Atari ST £19.99
Amiga £24.99



ROLLING THUNDER™

Rolling Thunder introduces intrigue and heroism in an intense action game. A secret society is plotting to conquer the world. The 'Rolling Thunder' undercover police organisation is assigned to expose this conspiracy. Top agent, code name 'Albatross' is sent to the enemy headquarters to complete the mission and free the allies held hostage. Have you got what it takes to be a ROLLING THUNDER undercover cop?

CBM 64/128
Cassette £9.99
Disk £11.99
Spectrum 48/128K
Cassette £8.99
+3 Disk £12.99
Amstrad
Cassette £9.99
Disk £14.99
Atari ST £19.99
Amiga £24.99

BIONIC COMMANDO™

The only hope we have of regaining our home world lies in the hands of our elite force of Bionic Commandos. With their telescopic limbs, sophisticated weaponry and bionic power they must infiltrate the enemy bases, destroy the deadly foe and neutralise their doomsday weapons.

CBM 64/128
Cassette £9.99
Disk £11.99
Amstrad
Cassette £9.99
Disk £14.99
Spectrum
Cassette £8.99
+3 Disk £12.99
Atari ST £19.99
Amiga £24.99
IBM PC £19.99

OUT RUN™

You're cool, the engine's hot, the girl's gorgeous, a tank full of gas and an open road ... the rest is up to you! The ultimate experience in motor sports simulation, the absolute challenge to nerves and reflexes. Experience the exhilaration and excitement of driving a high performance sports car in this teasing time trial where your co-ordination and nerve will be tested to unbelievable limits.

CBM 64/128
Cassette £9.99
Disk £11.99
Spectrum 48/128K
Cassette £8.99
+3 Disk £12.99
Amstrad
Cassette £9.99
Disk £14.99
Atari ST
£19.99

GAUNTLET II™

The mind blowing sequel to the No. 1 smash hit. Addictive, frantic and packed with so many new features it's a totally new game. Over 100 levels of pulsating action as you take on the powers of your favourite character even if they're already in play. Gauntlet II is not just a further episode in this enthralling crusade – it's a whole new experience in action packed adventure.

CBM 64/128
Cassette £9.99
Disk £11.99
Spectrum 48/128K
Cassette £9.99
+3 Disk £12.99
Amstrad
Cassette £9.99
Disk £14.99
Atari ST
£19.99

720°™

Experience all the thrills and spills of real skateboarding in this unique challenge to become champion of the skating world. Starting out from 'Skate City' test your abilities amongst the numerous skateparks, improving your techniques both in freestyle and competitive action as you attempt to complete the ultimate manoeuvre—the 720 degree twist whilst soaring through the air.

CBM
Cassette £9.99
Disk £11.99
Spectrum 48/128K
Cassette £8.99
Amstrad
Cassette £9.99
Disk £14.99

OFFICIAL
Advanced Dungeons & Dragons®
COMPUTER PRODUCT

Coming Soon

FREE U.S. GOLD TITLE WITH THIS EDITION....

BITS AND BYTES COMPUTERS
18 CENTRAL STATION
RANELAGH STREET
LIVERPOOL
L1 1JT
MAIL ORDER HOTLINE 051 708 7408

1ST EDITION SEPTEMBER

£1.50

FULL CATALOGUE INCLUDED!

FREE CLUB MEMBERSHIP.

LAUNCH DATE
14TH SEPTEMBER, 8-BIT £1.50
1ST OCTOBER, 16-BIT £2.99
PLEASE ADD £1.50 P&P (overseas).
ORDER NOW!

Computer Specialogue

ALSO IN THIS ISSUE

DOMARK

THE EMPIRE STRIKES BACK

GRANDSLAM

ACTIVISION ENTERTAINMENT SOFTWARE

ocean

SUPER ADIDAS SPORTSWEAR TO BE WON!

EVERYONE'S A WINNER WITH *"DALEY THOMPSON'S OLYMPIC CHALLENGE"*

free "winner" keyring with every purchase of *"Daley"*

U.S. GOLD

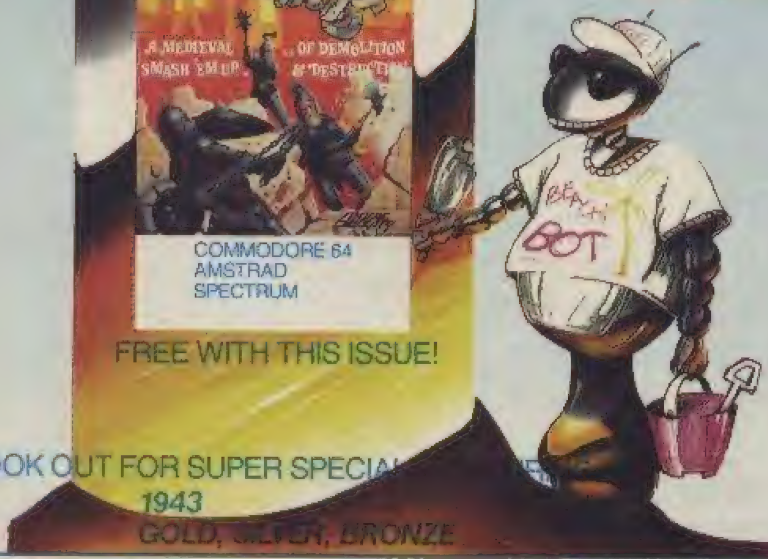
PLUS COMPETITIONS AND PRIZES

PSYCHO PIGS UXB – BLAST YOUR WAY INTO A PIGGY BANK OF LOOT.

U.S. GOLD SUMMER SPECIALS – SHAKE YOUR WAY TO A COCKTAIL SET.

LEADERBOARD – THE ULTIMATE GOLF COMPETITION – WIN YOUR OWN CLUBS.

FREE WITH THIS ISSUE!

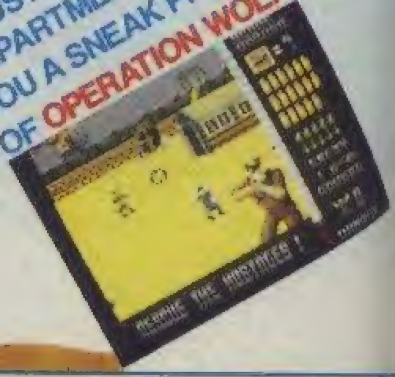


EA ELECTRONIC ARTS®

win...

WATCHES, MUGS, T-SHIRTS AND 'BARDS TALE' JIGSAWS.

INDUSTRIAL ESPIONAGE DEPARTMENT BRINGS YOU A SNEAK PREVIEW OF OPERATION WOLF.



LOOK OUT FOR SUPER SPECIAL ... 1943 ... GOLD, SILVER, BRONZE

JOIN THE THALAMUS Gold Rush – BRAINSTORMER COMPETITION. See inside.

Nick Roberts's

PLAYING TIPS

Hello, good evening, and welcome once again to a scorcher of a Playing Tips section. (It may not be very hot where you are, but in Ludlow it's blistering – looking at the picture of me in last month's CRASH, I seem to have a bit of a suntan.) Here in Tip City, October promises to be a bit quieter than September. All the fun and excitement of the PC Show is over (I haven't actually gone yet, but it'll be over by the time you read this!) and we've got to settle back down to the boring, old day-to-day routine again.

In the next few months I've got a few things up my sleeve to make life interesting for all you fun-loving tipsters. (No, it's not a free case of Diet Lilt and a year's supply of pizzas.) As you should all know by now there will be a bumper Tips Special in the Christmas Issue. More POKEs, tips and maps than any humanoid could possibly take in one go. They should last you over the jolly (!) period of Christmas (mmm, the thought of all that Christmas Pudding is making me weak at the knees) and help you with all those software pressies you're bound to receive.

I've also managed to get my hands on the country's top hackers, and they'll be bringing you more POKEs on all the new games around. So don't look so blue, you know what to do, get every single copy of CRASH for the rest of your life (well, at least till the year 2000). There's plenty to look forward to in the forthcoming months . . .

This issue I've got everything you ever wanted to know about *Dark Side* **but were afraid to ask. Plus not one, not two but three hack attacks from Britain's top POKEsters.** The Howdon Hackers **are back!** The Industrious Hackers **are here again! And those frying-pan makers,** The Tefal Men, **are getting you all the vital code on those crucial budget games!**

I would say, 'Thanks to everyone that visited the Newsfield stand at the PC Show, it was great to see what you all look like in the flesh and I hope to see you all again next year', but I haven't actually been yet. I hope I get (or should that be *got***) loads of Debbie 'fwor' Gibson posters . . .**

But for now – here's the tips . . .

EMPIRE GOES ON STRIKE!

A Crystal Palace supporter (not as good as Leicester City, according to our resident footy player, Fearless Phil!) from Biggin Hill, Simon Clarke, **has sent in these tips to help Luke Skywalker lookalikes get further in Domark's** *The Empire Strikes Back.*

Level One
The Probots
If you see a probot in the corner of the screen, go straight to it, firing at its top. This will destroy it and also destroy any transmissions that it may give out – thus giving you more time. Try to destroy as many as possible for a JEDI bonus.

Level Two
The Walkers
Manoeuvre your snowspeeder so that the AT-AT is in the middle of your view. Try to keep the AT-AT in the middle and watch out for fireballs. Now fire a cable. If you get it right, you will destroy the AT-AT. You can also destroy them and the AT-STs by shooting at their eyes. For an extra bonus fly underneath the AT-AT's legs.

Level Three
The TIE Fighters
Not much strategy here, just shoot as many TIEs as possible! Though watch out for them fireballs in the corner of the screen. Shoot five TIEs for a JEDI bonus.

Level Four
The Asteroids
This is a piece of cake. Just hold down the left button; go up if there's an asteroid coming below, go down if they are above you. Using this method you should be able to get through it without even a shave!

DINOSAURS, NATIVES AND CHICKEN LEGS!

You probably can't tell by the heading (many a true word is spoken in jest – Ed) but here are some tips for Ocean's 3-D adventure *Where Time Stood Still.* Danny Fox **from Warwick has sent them in to help you get friendly with the natives. Try giving them your £40 of software and see what they do Danny! Somewhere in this issue there's also a map of this great game. (Or then again, perhaps there ain't, you know what those Art people are like!)**

1 **Remember to take the bag so you can carry four extra objects.**

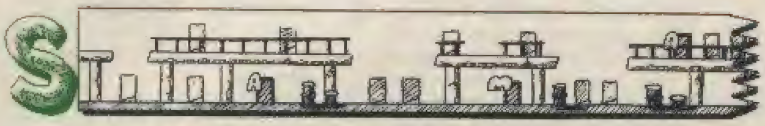
2 **To make friends with the natives . . .**
a) Don't shoot any. (Good thinking! – Ed.)
b) Go to the native who stands still and exchange gifts. He will give you some food. If you exchange Gloria's sack, you will get a leg of chicken which boosts power and score.
c) If you don't exchange one of your gifts, they will declare war.
d) Don't forget, Dirk can understand the native language.

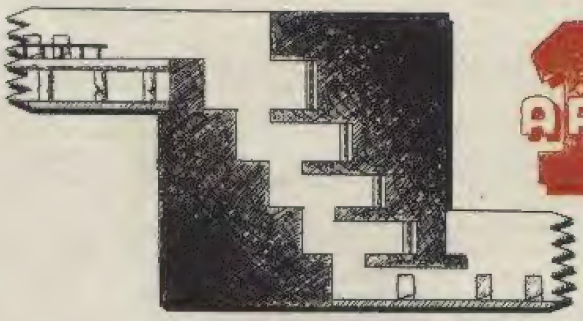
3 **To get past the hand that pushes you off the cliff . . .**
a) Move as close as possible to the hole with your companions.
b) Don't block your companions, let them take the lead.
c) Give all your possessions to a companion.
d) Wait till your companions make their own way home, you're not moving.
e) Follow your companions. Notice that they walk past the hole unharmed! You get pushed off the edge!
f) Now, take control of the chap that's got all your stuff.
g) You'll find yourself by a waterfall past the hole.
h) Carry on up the path but be careful, there are a mixture of deadly animals and a bunch of unfriendly natives.
i) If you go north you come to a cave with some nutritious food in it. Don't go too far into the cave.
j) The most sensible route is to go east. After some searching you will come across another village! Get out of this as fast as you can by running north.
k) Keep close to the edge, but not that close!
l) Wow! A sacred building. This is a place of ultimate safety. Nobody comes here. On it are two flashing balls. You can take one of these, although I haven't found much of a use for it.
m) Further north is a dinosaur's cave, so keep away!
n) Remember not to fight more than three natives, you'll be vastly out-numbered (and they're pretty useful with their spears).
o) To the east, there is a forest with mini dinosaurs in it. They're just as deadly as the larger ones.

4 **Dealing with the swamp . . .**
a) Basically, find the correct route and don't stop. (Hmmph, very useful! – Ed.)

PLAYING TIPS

ROLLING THUNDER





AREA 1

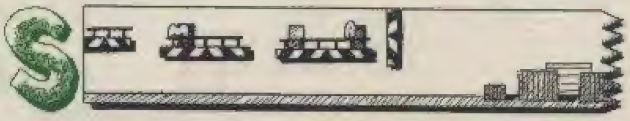
KEY

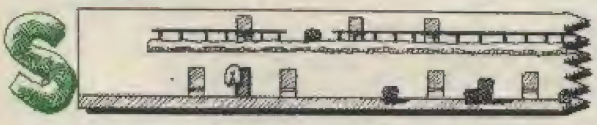
A = Ammunition

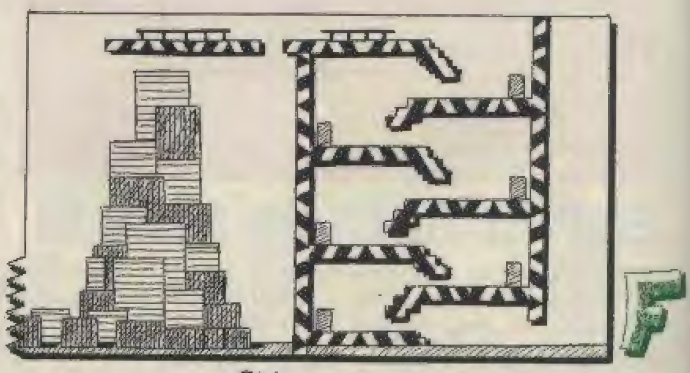
M = Machine Gun.

AREA 2

AREA 3



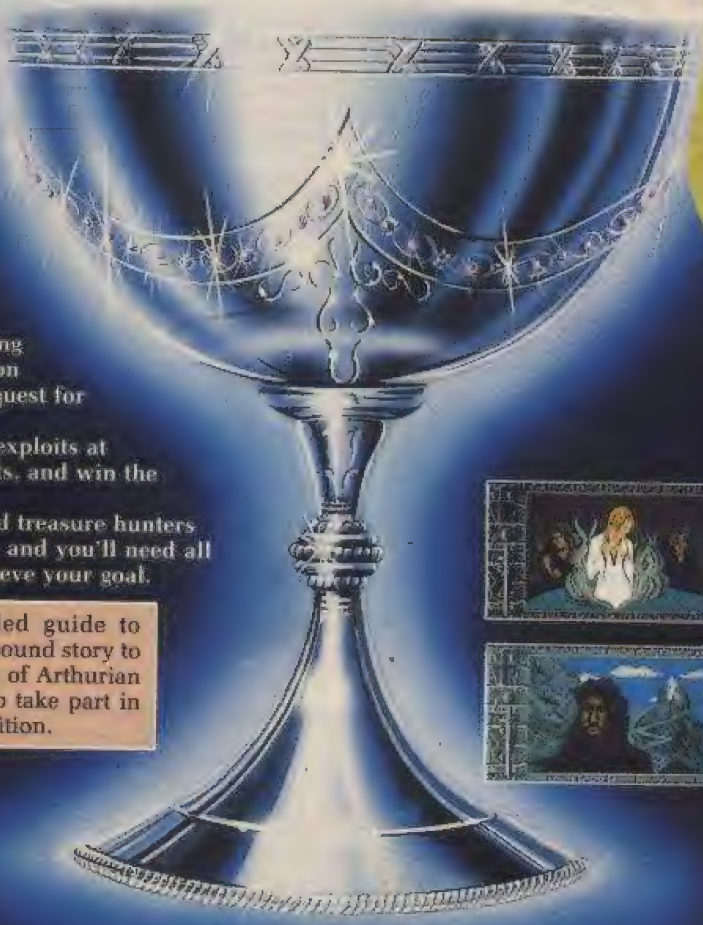




BY

STAV & GEORDIE
Tyne & Wear

Lancelot



WIN
this solid silver Grail, worth £5,000, in the exciting Quest for the Holy Grail competition. Full details in every box.

Travel back to the Age of Chivalry when knights were bold, galloping across the countryside and rescuing damsels in distress.

Level 9 recreate the time of wizards and the Knights of the Round Table in their greatest adventure yet. Lancelot consists of three interlinked adventures, spanning the complete saga from the foundation of the Order to its finest hour – the quest for the Holy Grail.

Guide Lancelot through his many exploits at Camelot, battle with wayward knights, and win the love of Guinever and Elaine.

The challenge which has fascinated treasure hunters through the centuries is now yours – and you'll need all your strength, wit and valour to achieve your goal.

Inside every box there's a detailed guide to playing Level 9 adventures, a background story to the classic legend, a parchment map of Arthurian England – and full details of how to take part in the Quest for the Holy Grail competition.

Screen shots from Atari ST version

MANDARIN SOFTWARE

Level 9

Format	Tape	Disc	Price
Atari ST		●	£19.95
Amiga		●	£19.95
Amstrad PC, IBM PC and compatibles		●	£19.95
Amstrad CPC/PCW/ Spectrum Plus 3		●	£19.95
Commodore 64	●	●	£14.95
Spectrum	●		£14.95
Amstrad CPC	●		£14.95
*Atari XL/XE	●	●	£14.95
BBC Master		●	£14.95
*Apple II		●	£14.95
Macintosh		●	£19.95
MSX 64K	●		£14.95

These formats and all tape versions are text only.

Note: Tape versions have three cassettes in every package

Please send me Lancelot on ☐ *cassette* ☐ *disc*
for: _____ *(state machine)*
☐ *I enclose a cheque for £____ (including VAT and p&p) made payable to Mandarin Software*
☐ *Please debit my Access/Visa number:* *Expiry date:* ☐/☐

☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Signature _____

Name _____

Address _____

_____

_____ *Postcode* _____

Send to: Mandarin Software, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP.

Enquiries: 0625 879940 Order Hotline: 0625 879920

A554

DARK SIDE

OUT OF THE DARKNESS

Like *Driller*, the latest Freescape game from Incentive, *Dark Side*, has been well tipped and mapped. It has been terribly difficult to choose what to print but I finally decided on these tips from John McGlynn of Warrington and a triffic map from Stuart Ferris of Kilmarnock. Stuart gets £40 worth of software for his cartographic skills.

Regulus
Shoot door on building and enter.

Ganymede Store
Run into pillars 17 times each to build up fuel for the jetpack. Run into white hexagon on wall 23 times to build up shield. Enter next room through small doorway (on right hand wall as you enter store). Run into pillar 17 times for more fuel. Shoot axe on wall till it chops (this opens a trap door later on). Exit store. Shoot square block to south-east of wall (from the doorway of the store) and the wall will disappear. Switch on jetpack, rise and move north.

Sirius
Shoot ECD nearest centre of sector to disable it. Turn west, shoot plexor three times and it will break up. Shoot rectangle above door till it moves by itself, the door will disappear. Move south and go through Regulus Sector to enter The Light Side. Turn right as compass is malfunctioning.

Triton
Shoot three ECDs from right to left about turn and enter The Light Side. Go straight across and enter Monoceros. Go straight through.

Fomalhaut
Shoot ECD to the east then go south.

Monoceros
Shoot ECD to the east then continue south to The Light Side, turn left.

Antares
Shoot ECDs to the right and left then continue north.

Titania
Shoot nearest ECD then drop down and switch off jetpack. Move south.

Antares
Shoot last ECD in this sector and move north, enter Titania Sector and move east.

Oberon
Shoot both ECDs from right to left then move west.

Titania
Shoot nearest ECD and move north.

Nereicl
Move west till at approximate coordinates 0071x/2503y then face north-east. You should just be able to see and disable the ECD behind the wall. Move south.

Titania
Shoot remaining active ECD then move west.

ID Confinement
Get telepod crystal two in this room then face the door. Shoot the black rectangles in boxes either side of the door five times each to open the door. Go through.

Equator Tunnel
Move east to the next section of the tunnel, look up at centre and position yourself under the hole in the roof. Switch on the jetpack and go up. Move forward and switch the jetpack off.

Umbriel
Turn east, shoot ECD and powerporter on top of pillar (this is what put you in confinement). Turn east and shoot next ECD. Face west and shoot powerporter on top of pillar, move west.

Formalhaut
Shoot ECD farthest away then move south.

Monoceros
Shoot remaining active ECD in this sector and continue south.

The Light Side
Shoot both ECDs and return the same way as you entered to Monoceros. Go straight through to Formalhaut then move west.

Procyon
Shoot powerporter opposite you. Stay to the left or right of this sector and move west.

Sirius
Shoot the remaining active ECD in this sector and return the same way as you entered to Procyon Sector. Stay to the left or right and move east.

Formalhaut
Shoot remaining active ECD then move north.

Pollux
Shoot ECD (ECD power should now be 4%) move south to Formalhaut, turn west and move straight through Procyon Sector.

Sirius
Shoot square block beside low building and a doorway will appear. Enter doorway to Callisto Store. Run into pillar and shape on wall for fuel and shield replenishment. Exit store. Switch on jetpack and rise. Land on Callisto Store roof and switch off jetpack. Drop through hole in roof.

Callisto Store
When in room rotate through 360°, if you don't see anything switch on the jetpack. Rise and fall again and rotate when back in the room. Shoot square shape that is in the room. Rise to exit. When out of room, turn west, move forward and drop to floor. Switch jetpack off and enter doorway on large building.

Canopus Walkway
About turn to face door. Switch on jetpack and rise. Hit shape on wall 23 times to replenish shield. Now about turn and move forward, drop slightly and get telepod crystal one, continue forward and hit pillar to replenish fuel. Move forward and drop down to the ground. Switch off jetpack and go through door.

Ganymede
Turn south and shoot pillar beside plexor. Move south till you see doorway on the left. Go through door.

Iapetus
Move east towards centre then use jetpack to cross drop in centre. Go to opposite side of building on right and shoot block on wall, a doorway will appear (!). Enter doorway and hit pillars to get fuel to maximum. If shield needs replenishing hit shapes on wall, then exit. Switch on jetpack and face doorway at opposite end of building. Move towards it and enter. Switch off jetpack and turn right. Shoot powerporter on right. Move to the Umbriel Sector.

Umbriel
Find hole in centre of this sector and drop through.

Equator Tunnel
Go west and continue till you find a corridor with three lights hanging from the roof. Shoot the middle light cord. When the light drops switch on the jetpack, rise and hit dropped light to collect telepod crystal four. Switch off jetpack, continue west to next corridor and go through hole in roof. Go to the Sirius Sector and then go north.

Psyche
Enter telepod. Shoot left crystal and exit telepod.

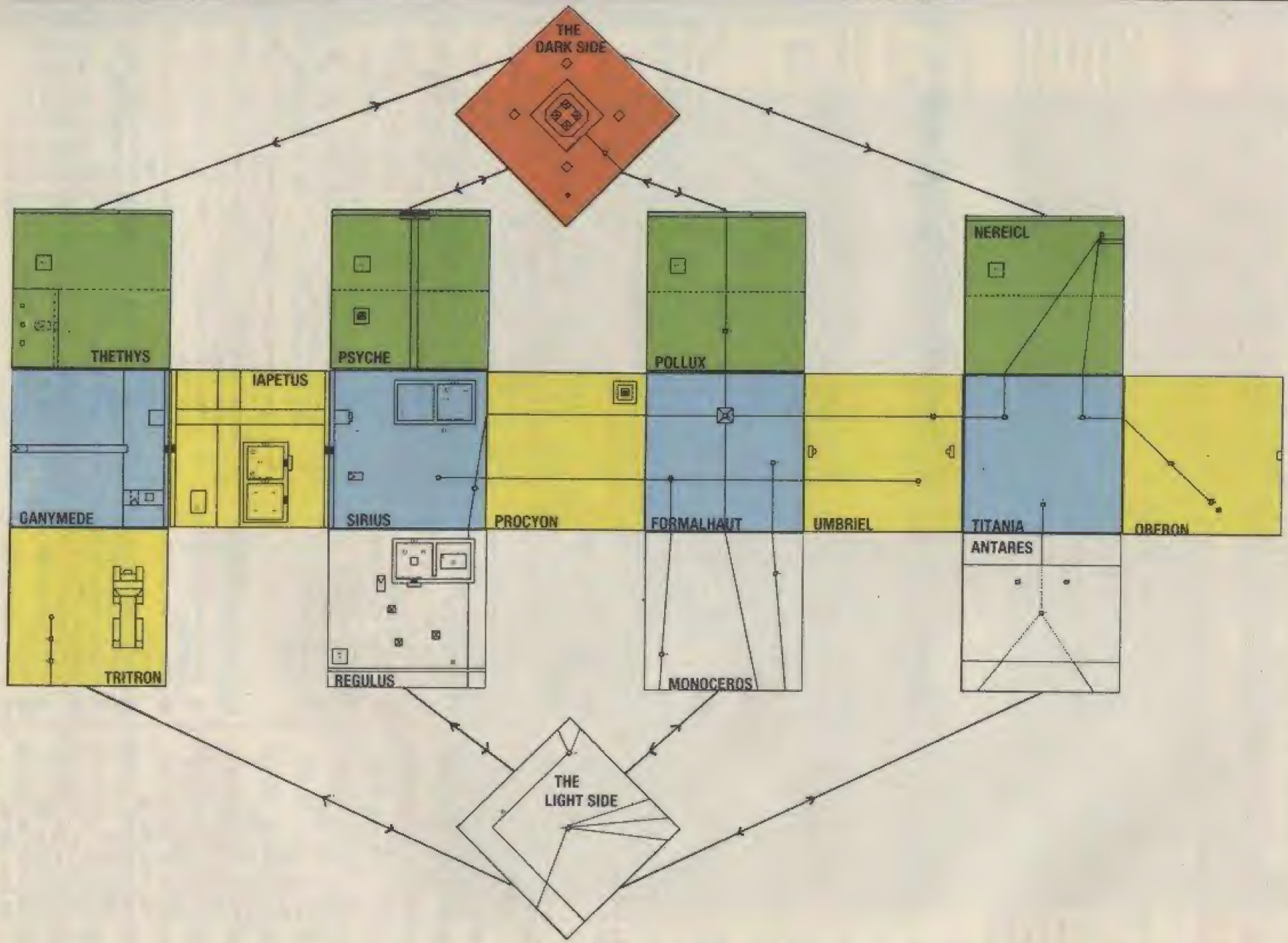
Thetys
Collect third telepod crystal, switch on jetpack, rise and run into black shape on wall. Fall and switch off the jetpack, re-enter telepod. Shoot second crystal from the right and exit telepod.

Pollux
Switch on jetpack, rise and hit black shape on wall. Fall and switch off the jetpack. Re-enter telepod. Shoot right crystal and exit telepod.

Nereicl
Switch on jetpack, rise and hit black shape on the wall, fall, switch off jetpack. If fuel is needed, run into pillar beside disabled ECD. Re-enter telepod and shoot second crystal from left, exit telepod.

Psyche
Switch on jetpack, rise and hit black shape on the wall (not large black rectangle), fall and switch off the jetpack. Large double doors will now be open. Go through the doors.

The Dark Side
Shoot big mama ECD to complete the game. Congratulations, you are the biggest cheat I've ever seen!


THE
DARK SIDE
THETHYS
IAPETUS
PSYCHE
POLLUX
NEREICL
GANYMEDE
SIRIUS
PROCYON
FORMALHAUT
UMBRIEL
TITANIA
OBERON
ANTARES
TRITRON
REGULUS
MONOCEROS
THE
LIGHT SIDE

PLAYING TIPS

NO MORE HEAD ACHES!

(Fanfare please!) At last, CRASH Playing Tips is able to bring you working POKEs for *Head Over Heels*, the game which has stumped hackers for too long. They come courtesy of those industrious Hackers C Smith, J Bean and D Austin. This very special routine gives Mr Head and Mr Heels infinite lives plus the added attraction that when the pause key is pressed the player returns to the game with all shields, springs etc on. All you have to do is type in the listing, check that all's well and save it for future use. Then type RUN and load the game.

```
10  REM HEAD OVER HEELS
20  REM INDUSTRIOUS HACKERS
30  REM C SMITH, J BEAN, D AUSTIN
40  REM CRASH 1988
50  CLEAR 65535
60  RESTORE
70  LET TOT=0: LET HAXPOC=2
80  FOR F=49984 TO 50142
90  READ A: LET TOT=TOT+HAXPOC*A
100 POKE F,A: LET HAXPOC=HAXPOC+1
110 NEXT F
120 IF TOT<>1658014 THEN PRINT"ERROR IN DATA!": BEEP 1,1: STOP
130 PRINT #1; AT 0,3;"START HEAD OVER HEELS TAPE"
140 RANDOMIZE USR 49984
145 DATA 221, 33, 203, 92, 17, 234, 6, 55
150 DATA 62, 255, 205, 86, 5, 210, 64, 195
160 DATA 243, 237, 94, 33, 109, 195, 229, 33
170 DATA 173, 98, 229, 51, 51, 17, 163, 252
180 DATA 1, 22, 3, 33, 253, 94, 62, 202
190 DATA 237, 79, 195, 173, 98, 33, 135, 195
200 DATA 229, 33, 199, 252, 229, 51, 51, 17
210 DATA 209, 252, 33, 209, 252, 1, 232, 2
220 DATA 62, 196, 237, 79, 195, 199, 252, 33
230 DATA 209, 252, 17, 193, 138, 1, 92, 0
240 DATA 237, 176, 33, 212, 138, 34, 217, 138
250 DATA 34, 221, 138, 33, 202, 138, 34, 229
260 DATA 138, 33, 239, 138, 34, 249, 138, 62
270 DATA 195, 50, 13, 139, 33, 181, 195, 34
280 DATA 14, 139, 195, 193, 138, 62, 195, 50
290 DATA 96, 255, 49, 0, 0, 243, 33, 208
300 DATA 195, 17, 224, 255, 1, 16, 0, 237
310 DATA 176, 33, 224, 255, 229, 195, 59, 255
320 DATA 0, 62, 119, 50, 222, 137, 33, 0
330 DATA 201, 34, 241, 112, 195, 106, 255
```

Also from the Industrious Hackers are these routines for *Hopping Mad* and *Desolator*.

HOPPING MAD, GRR!

```
10  REM C SMITH J BEAN D AUSTIN
20  REM HOPPING MAD POKE
30  BORDER 0: PAPER 0: INK 7: CLS
40  PRINT AT 10,10;"START TAPE"
50  CLEAR 24999
60  LOAD ""SCREEN$
70  LOAD ""CODE
80  LOAD ""CODE
90  POKE 41968,0
100 RANDOMIZE USR 37000
```

DESOLATOR

```
10  REM C SMITH J BEAN D AUSTIN
20  REM DESOLATOR POKES
30  CLEAR 65535
40  LET T=0: LET W=1
50  FOR F=58624 TO 58684
60  READ A: LET T=T+W*A
70  POKE F,A: LET W=W+1
80  NEXT F
90  IF T<>156165 THEN PRINT "ERROR IN DATA": BEEP 1,1: STOP
100 BORDER 0: PAPER 0: INK 7: CLS
110 PRINT AT 10,10;"START TAPE"
120 RANDOMIZE USR 58624
1000 DATA 49, 112, 95, 221, 33
1001 DATA 148, 117, 17, 61, 108
1002 DATA 62, 255, 55, 205, 86
1003 DATA 5, 210, 0, 229, 175
1004 DATA 50, 212, 154, 243, 33
1005 DATA 38, 229, 17, 96, 188
1006 DATA 1, 23, 0, 237, 176
1007 DATA 195, 148, 117, 32, 32
1008 DATA 32, 32, 74, 79, 78
1009 DATA 32, 78, 79, 82, 84
1010 DATA 72, 32, 83, 85, 67
1011 DATA 75, 83, 32, 32, 32
1012 DATA 32
```

FLASHBACK

I really love this section. Not only does it give all those old games a new lease of life, it also brings back memories of the olden days (y'know, before sliced bread – well, perhaps not that far back!). This month I've got a classic hack for that crazy car chase *Turbo Esprit*. For all you out there who are too chicken to play *Chuckie Egg* there's some POKEs. Anyone who can remember *Tremor* will find help from my (!) POKE and finally there's a neat little program to help you bombard the baddies in *Who Dares Wins II*.

TURBO ESPRIT

```
4   REM TURBO ESPRIT INFINITE LIVES
5   REM BY NEIL HUGHES
10  BORDER 0: INK 7: PAPER 0: CLS: CLEAR 26624
20  PRINT AT 8,10;"POKE FOR"
30  PRINT #0; TAB 8; "TURBO ESPRIT"; AT 14,0
40  PAUSE 30
50  PRINT INK 4; AT 3,6;"START MASTER TAPE"
60  INK 0: LOAD ""CODE 16384: PRINT AT 6,10: LOAD ""CODE
70  POKE 29893,0: RANDOMIZE USR 64785
```

CHUCKIE EGG

Harry Henshaw has asked for POKEs on this classic A 'n' F game from Issue 2! Well what you do is MERGE "" the basic loader and type POKE 24501,195: GO TO 1. When the game has finished loading type POKE 42837,0: RANDOMIZE USR 42000. You should now have infinite lives.

TREMOR

```
10  REM TREMOR POKES
20  REM NICK ROBERTS (Ha! - Ed) 1988
30  POKE 23624,0: INK 0: PAPER 0: CLEAR 23999
40  PRINT INK 2; PAPER 1; FLASH 1; AT 2,7;"START TREMOR TAPE"
50  LOAD ""CODE 16384: PRINT AT 13,0;: LOAD ""CODE: POKE 52744,0: RANDOMIZE USR 39630
```

WHO DARES WINS II

```
1   REM WDW II HACK BY THE PEANUT BUTTER SANDWICH EATER (??? – Ed)
10  CLEAR 24319: FOR N=23296 TO 23312: READ A: POKE N,A: NEXT N: RANDOMIZE USR 23296
20  POKE 50833,0: REM INFINITE LIVES
30  POKE 51847,0: REM INFINITE BOMBS
40  RANDOMIZE USR 23310
50  DATA 221, 33, 0, 95, 17, 0, 161, 62, 255, 55, 205, 86, 5, 201, 195, 64, 192
```

Can you control America's Newest Top Secret Fighter Plane?

PROJECT

STEALTH FIGHTER

The Award Winning Flight Simulation—

The latest, spectacular flight simulation by MicroProse gives you the chance to actually experience the future, putting you in control of America's newest, and top secret fighter plane. Shrouded in mystery, the F-19 is the product of leading-edge technology and engineering.

Using the skill and ingenuity for which they are renowned, the aviation experts at MicroProse have accurately reproduced its operational systems to create an incredibly realistic simulation. A simulation with such exceptional playability and depth that it has become an instant award-winner.

Go on solo strike missions to Libya, the Persian Gulf, North Cape and Central Europe. The revolutionary feature of your F-19 is its ability to remain virtually radar-invisible, so your success (and future promotion prospects) rests on mastering the jet's electromagnetic profile.

At your fingertips lies an incredible array of weapon options, yet the machine is nothing without the pilot – combat skills and intelligence are essential to survive this advanced and innovative simulation.

Project: Stealth Fighter. The ultimate flight simulator for superior pilots.

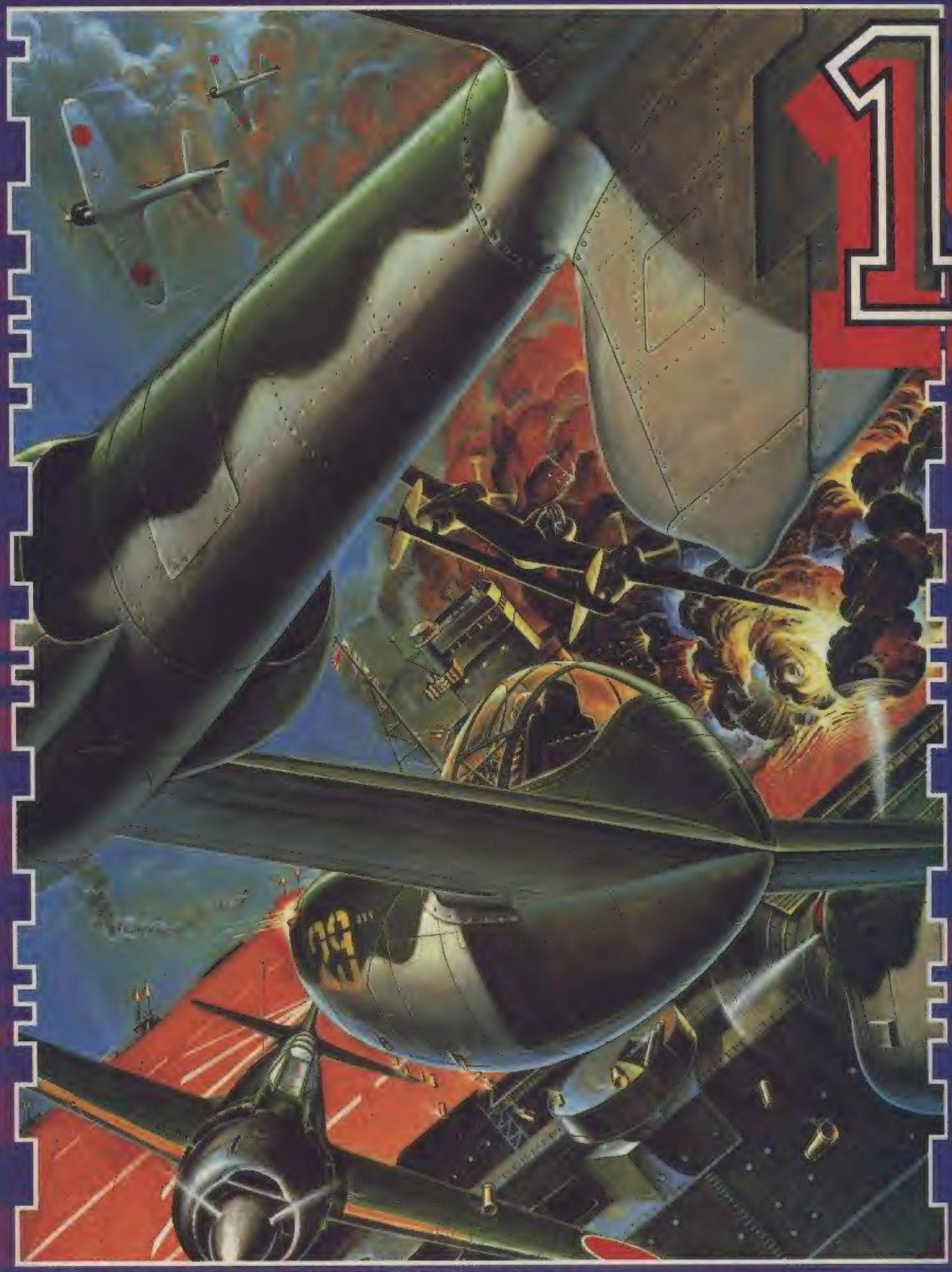
MICROPROSE

SIMULATION • SOFTWARE

MicroProse Software Ltd., 2 Market Place, Tetbury, Glos GL8 8DA.

Coming Soon for your Spectrum

WITH YOUR SECRET WEAPONS



CBM 64/128 **£9.99**t - **£14.99**d

Spectrum 48K **£8.99**t
Spectrum +3 **£12.99**d

Amstrad **£9.99**t - **£14.99**d

Atari ST **£19.99**d
Amiga **£24.99**d

YOU CAN RE-WRITE HISTORY

1943™

THE BATTLE OF MIDWAY

It was over 40 years ago, at the height of World War II, that the Japanese main squadron tasted defeat off the west coast of the Midway Islands. Some say that this battle greatly changed the outcome of the war, some say under different direction we may now all be living our lives under the shadow of the Rising Sun. This is your opportunity at the controls of your magnificent P38, armed with six secret weapons, to relive the titanic struggle for supremacy against the battleship Yamato and its legions of defences.

"Supreme arcade conflict at its thrilling best"

Screen shots from Atari ST version.

CAPCOM™

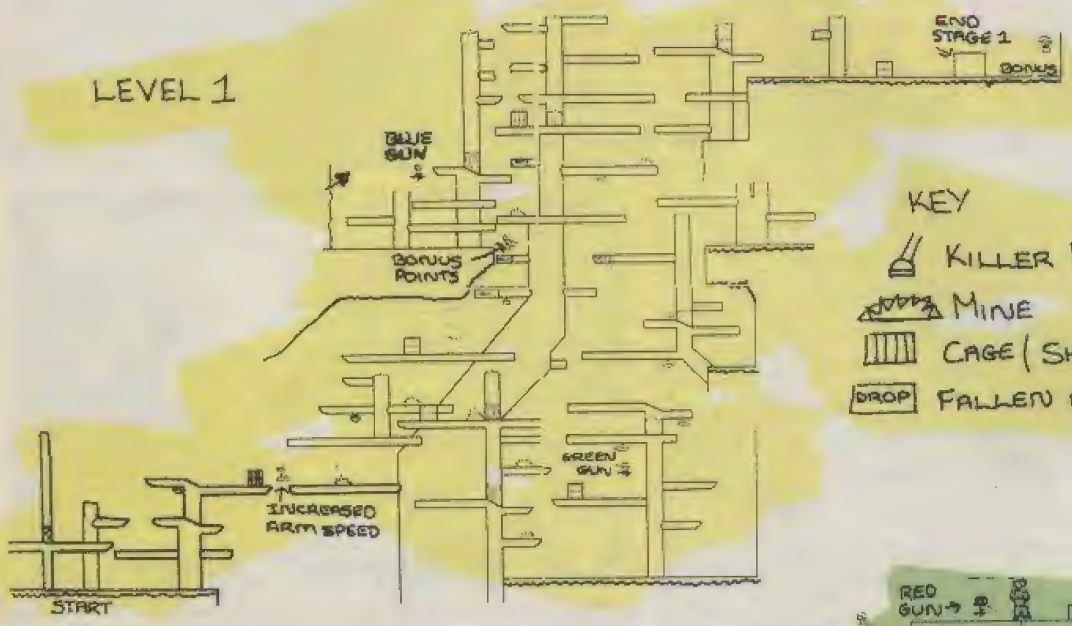
GIANTS OF THE VIDEO GAMES INDUSTRY

© 1987 CAPCOM CO. LTD. Manufactured under licence from CAPCOM Co. Ltd., Japan. 1943™ and CAPCOM™ are trademarks of Capcom Co. Ltd., by GO! Media Holdings Ltd., a division of U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.

PLAYING TIPS

BIONIC COMMANDO

LEVEL 1



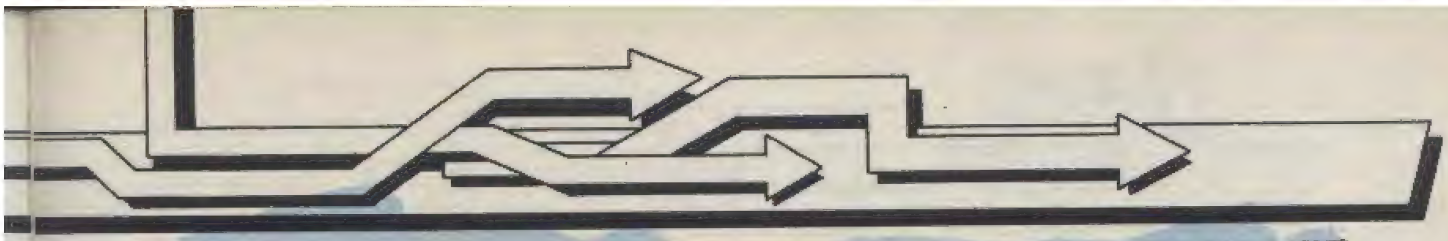
KEY

- KILLER BEEHIVE
- MINE
- CAGE (SHOOT TO DESTROY)
- DROP — FALLEN BRANCH

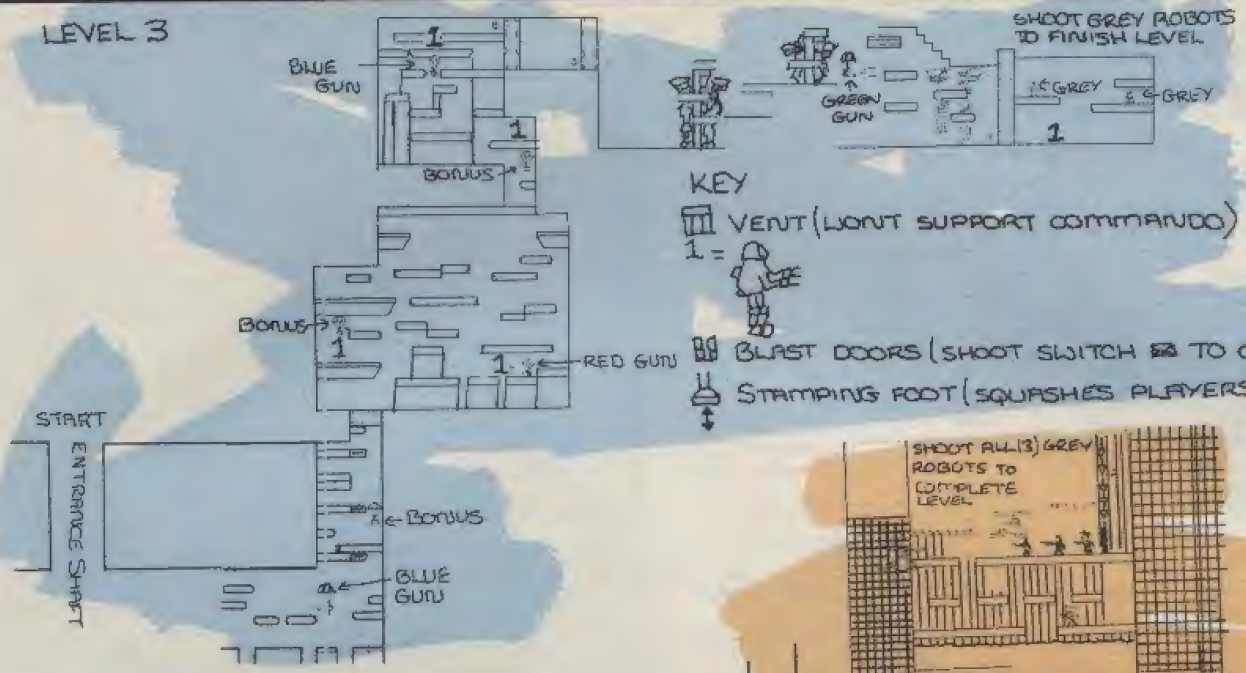
LEVEL 2

KEY

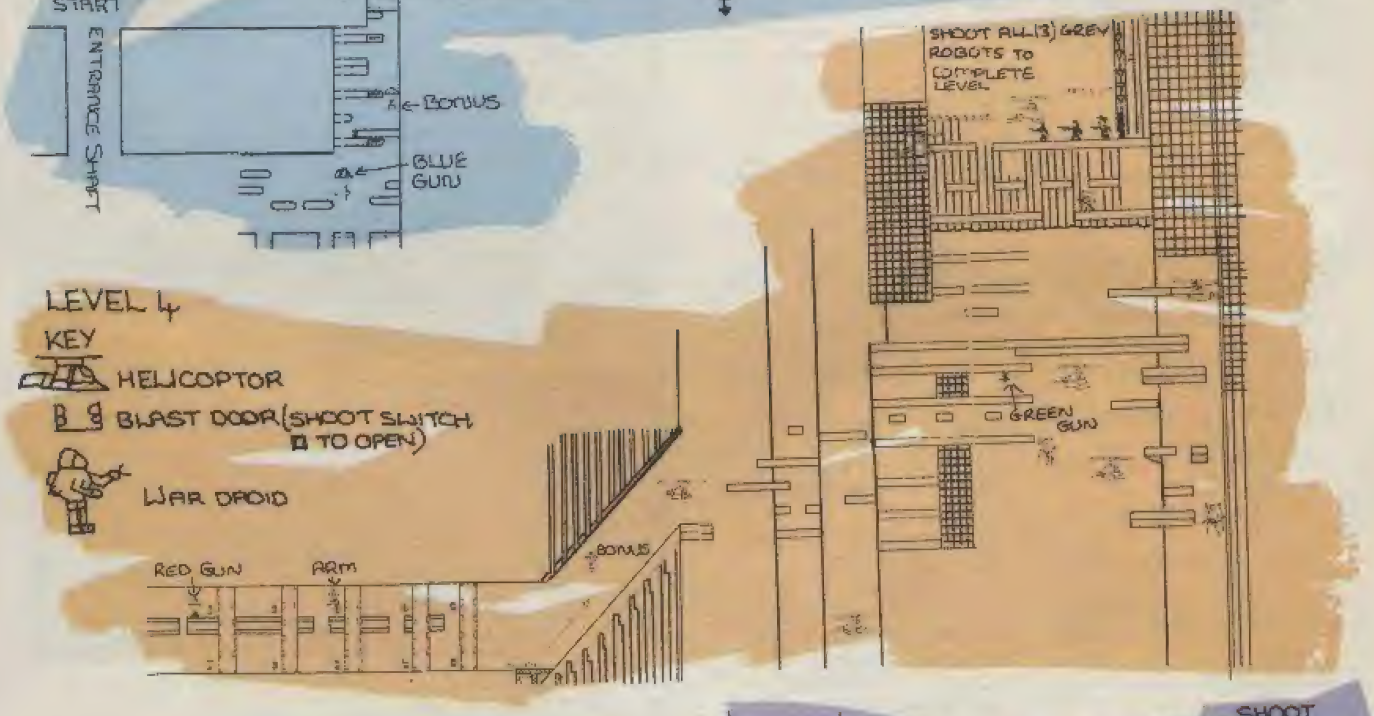
- CANNON SHOOTS CANNON BALLS IN DIRECTION OF ARROWS (FIRES INTO HOLES)
- GUN FIRES BULLETS IN DIRECTION OF ARROW
- KONG ROBOT THROWS BOXES.



LEVEL 3



LEVEL 4



LEVEL 5

PLAYING TIPS

HOWDON HOSPITALITY

Yes it's another hacking crew – The Howdon Hackers. This band of intrepid POKEsters have been working away on POKEs for all sorts of games. This month I have a collection of their best budgets and a couple of their full-price POKEs for *Roadblasters* and *Dark Side*. So sit back and indulge (after typing them in!).

ROADBLASTERS

```
10 REM ROADBLASTERS
20 REM HOWDON HAC-
   KERS
30 REM INFINITE LIVES,
   FUEL AND WEAPONS
40 CLEAR 29000
50 LET T=697184: LET
   W=114
60 FOR F=32768 TO 32881
70 READ A: POKE F,A
80 LET T=T-W*A: LET
   W=W-1
90 NEXT F
100 IF T<>0 THEN STOP
110 LOAD ""CODE
120 RANDOMIZE USR
   32768
130 DATA 33, 87, 224, 221,
   33, 83
140 DATA 128, 221, 78, 6, 17,
   0
150 DATA 117, 67, 237, 176,
   34, 34
160 DATA 128, 33, 90, 128,
   14, 3
170 DATA 237, 176, 195, 0,
   117, 33
180 DATA 9, 128, 53, 33, 0, 0
190 DATA 32, 225, 33, 249,
   232, 17
200 DATA 167, 251, 1, 0, 4,
   237
210 DATA 176, 33, 58, 128,
   34, 195
220 DATA 254, 195, 170, 254,
   205, 25
230 DATA 254, 33, 93, 128,
   17, 129
240 DATA 255, 1, 20, 0, 237,
   176
250 DATA 62, 195, 50, 165,
   254, 33
260 DATA 129, 255, 34, 166,
   254, 201
270 DATA 23, 25, 14, 57, 36,
   17
280 DATA 195, 29, 128, 175,
   50, 174
290 DATA 215, 50, 250, 189,
   50, 174
300 DATA 215, 50, 28, 225,
   50, 92
310 DATA 225, 195, 96, 178,
   72, 72
```

DARK SIDE

```
10 REM DARK SIDE
20 REM HOWDON HAC-
   KERS
30 REM INFINITE ENERGY,
   FUEL AND TIME
40 CLEAR 61999
50 LET T=3831
60 FOR F=62000 TO 62029
70 READ A: POKE F,A
80 LET T=T-A: NEXT F
90 IF T<>0 THEN STOP
100 LOAD ""CODE 65088
110 RANDOMIZE USR
   62000
120 DATA 49, 144, 101, 151,
   50, 247
130 DATA 254, 205, 229, 254,
   175, 50
140 DATA 22, 186, 50, 226,
   185, 50
150 DATA 43, 187, 50, 170,
   177, 195
160 DATA 18, 107, 72, 72, 56,
   56
```

OCTAN

```
10 REM OCTAN
20 REM HOWDON HAC-
   KERS
30 REM INVINCIBILITY
40 CLEAR 32767
50 LET T=5500
60 FOR F=65300 TO 65357
70 READ A: POKE F,A
80 LET T=T-A: NEXT F
90 IF T<>0 THEN STOP
100 RANDOMIZE USR
   65300
110 DATA 205, 86, 5, 205, 86,
   5
120 DATA 49, 0, 94, 221, 33, 0
130 DATA 64, 17, 0, 28, 62,
   157
140 DATA 55, 205, 86, 5, 221,
   33
150 DATA 0, 94, 17, 176, 160,
   62
160 DATA 153, 55, 205, 86, 5,
   33
170 DATA 0, 0, 34, 43, 228,
   151
180 DATA 50, 177, 227, 246,
   201
190 DATA 50, 151, 245, 195,
   26, 213
200 DATA 72, 72, 39, 56, 56
```

METAL ARMY

```
10 REM METAL ARMY
20 REM HOWDON HAC-
   KERS
30 REM INVINCIBILITY,
   INFINITE FIREPOWER
   AND PASSES
40 CLEAR 32767
50 LOAD ""CODE 65088
60 POKE 65109,206
70 FOR F=65495 TO 65535
80 READ A: POKE F,A
90 NEXT F
100 RANDOMIZE USR
   65495
110 DATA 195, 64, 254, 33,
   227, 255
120 DATA 34, 75, 255, 195,
   44, 255
130 DATA 151, 50, 214, 164,
   50, 134
140 DATA 189, 50, 163, 189,
   50, 60
150 DATA 190, 50, 84, 160,
   246, 6
160 DATA 50, 173, 219, 62,
   201, 50
170 DATA 233, 200, 195, 80,
   157
180 DATA 72, 72, 39, 56, 56
```

OVERKILL

```
10 REM OVERKILL
20 REM HOWDON HAC-
   KERS
30 REM INFINITE ENERGY
40 CLEAR 27849
50 LOAD ""SCREEN$
60 LOAD ""CODE
70 POKE 42965,0
80 POKE 37563,0
90 RANDOMIZE USR
   30600
```

CHEAT MODE MOTEL

Ping! Ping! It's always the same in some of those foreign motels. You can never get service when you want it. As for Marbella, well that's the place to go if you want *real* cheats. But for real home cooking you can't miss checking-in at the Cheat Mode Motel each month – we've got loads of helpful hints on the latest games. Enter the foyer and choose your suite . . . (Oh, and watch out for Jon 'Norman' Bates's mother. She's on holiday, you know . . .)

COMBAT SCHOOL

Define keys as: Q ↑, Z ↓, H←, K→ and J●. When you play the assault course you won't have to jump, just run through the whole thing! (Only for real wimps like Lloyd!)
(Occupant: **Chris Langford**)

STUNTBIKE SIMULATOR

When you press fire and it says, 'ATTEMPT 1 2 3 4 5', press DELETE and you will go on to the next task. Then it says, 'Well done, you have finished the complete course, you are now one of the world's best stuntmen' (Only for real wimps like Nick – Lloyd.)
(Occupant: **John Whitelegge**)

STIFFLIP & CO

In Part Two type in DEFACED and you can wonder around and finish the game.
(Occupant: **The Bionic Steve Austin**!)

SHANGHAI KARATE

This is more of a joke than a cheat, but it's good clean fun. Press the keys QWERTY and F (at the same time) on the title screen and you will get a very interesting message. If you have a 128K machine your message will be musical! Now press A and S and things will get really silly!
(Occupant: forgot to sign registration form!)

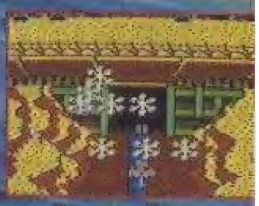
Now don't forget to send all your excellent work in for the Christmas Special, before it's too late (ie, get 'em in NOW!). Everyone who gets a mention, also gets a great Olibug (that means *I'll* get about 20!). And now there's two lots of £40 software prizes to give away (yes it's gone up, you lucky people), so get playing! Send all your POKEs, tips, maps, £50 pounds notes (Debbie Gibson phone numbers? – Ed) . . . to: NICK 'NOT VERY BIG AND DEFINITELY NOT THE PIZZA MAN' ROBERTS, Playing Tips, CRASH, *PO Box 10, LUDLOW, Shropshire SY8 1DB.*

TYPHOON

KONAMI
COIN-OP ACTION

TYPHOON

Soar through wave after wave of flying death in your armour-laden helicopter, scream through the skies in your F-14 as you take on the seemingly limitless hordes of mechanoid invaders, whose sole intent is total domination of the Earth. The storm is raging as the war is fought in the skies. TYPHOON – the Konami coin-op now for your home micro featuring fast scrolling and 3-D, frenzied dog-fighting, accumulate a vast array of deadly weapons. Six levels of pulse pounding excitement. Each culminating in a devastating adversary.



CASSETTE

COMMODORE
AMSTRAD
£8.95

SPECTRUM
£7.95

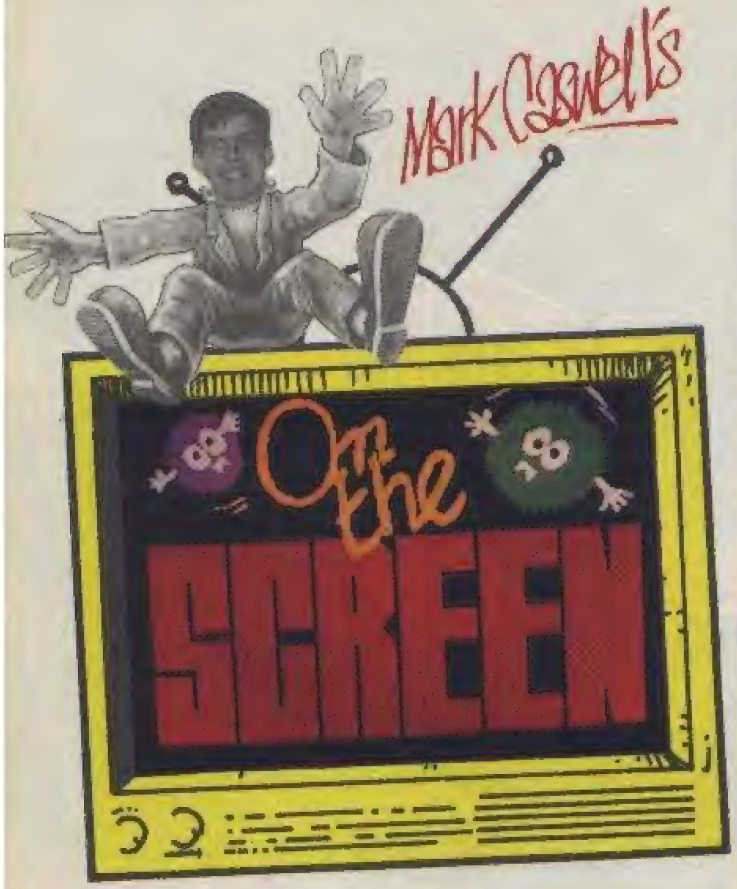
DISC

AMSTRAD
£14.95

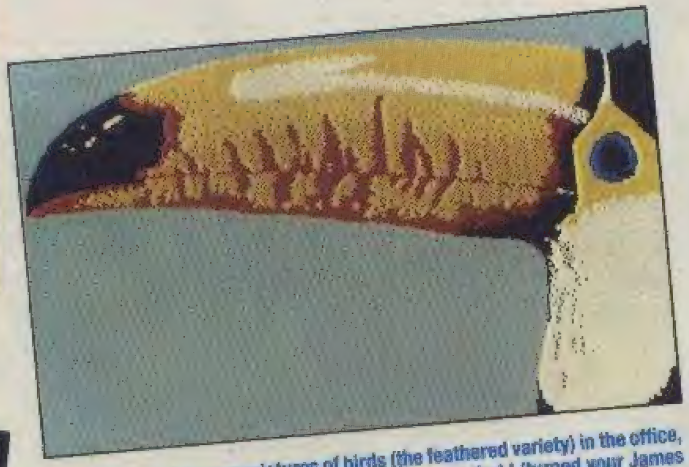
COMMODORE
£12.95

Imagine
...the name of the game

IMAGINE SOFTWARE · 6 CENTRAL STREET · MANCHESTER M2 5NS TEL: 061 832 6633 TELEX: 667799 OCEANS G · FAX: 061 834 0650



Welcome, welcome one and all to the best part of the magazine (if you disagree with me I'll set Phil's pet sheep on you, so there!). (Thing is, Phil sheep's as much a sucker for a Hawaiian Feast pizza as Phil is! – Nick.) Well, it's the school holiday period, and that means you've been sending me mountains of entries, but it also means the poor old local postman has had to go on holiday to recover. (I'm sure you mean 'on strike', Mark? – Ed.) My thanks go to everyone who has sent in a SCREEN$ (or $s), but unfortunately due to limited space (don't start that again . . . – Ed) I can't show them all. Please do keep trying, though, you may one day see your work On The Screen. (Yes, please keep sending them. Otherwise it means Mark mopes around all day, listening to James Brown records. And you wouldn't want to inflict that upon us, would you? – Nick.)



▲ I don't receive many pictures of birds (the feathered variety) in the office, but when this one arrived I was so impressed that I (turned your James Brown off? – Ed) had to include it (too good to be true – Ed). Many thanks go to Mark Schofield from Holmfirth in Huddersfield for this ornithological (get your LMLWD out) (Lloyd Mangram's Long Word Dictionary – Ed) treat.

▲ Yes he's back, the man who can sing louder than a fog horn, leap from huge amplifier stacks and perform death defying acrobatics (or should that be aerobatics) in mid-air. (Deep breath!) Yes, the human whose look can kill a bull from fifty paces and still find time to be lead singer in Van Halen (although he has now sadly quit the band. Sniff, sniff. He is following a solo career, hoorah!) (groan . . . – Ed). What has this got to do with the picture? Not a lot, apart from the fact that it features David Lee Roth (ah, the point of all this rambling – Ed). Thanks to Edwin Smith from Wolverhampton for the SCREEN$.

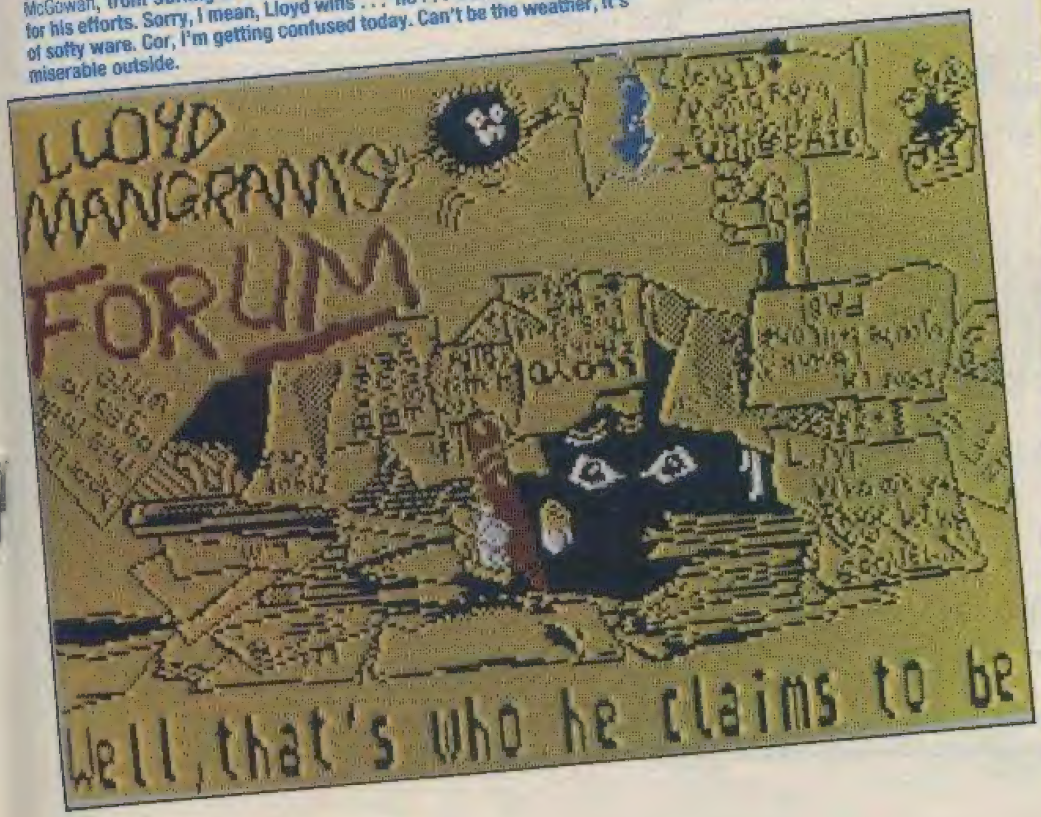
▶ How do you spell Art Department, Ed. *C-O-C-K-U-P?* – *Ed.* Yes, totally correct, and get back in your brackets!

Due to some enormous cock-up (can't quite remember the department at fault, though . . . I wonder . . .) last month, the best parts of the *Empire Of The Sun* picture failed to appear – talk about heavy cropping of pictures! Anyway, thanks again to Manuel Filipe from Portugal. And Ed says, you can't receive two prizes! Sorry, Manuel. (Kea, kea, Mr Fawlty – Manuel.)

◀ In space no-one can hear you play Kylie Minogue records (thank goodness) (cor, this guy's got no taste – Ed), but the crew of the USS Nostromo have more to worry about than that. A large acid-spitting alien is aboard and causing trouble (it's probably Nick Roberts doing his Phil King impression). The screen is again credited to Eddy Smith. Bless his little cotton socks . . .

▶ Just to show that my musical tastes branch a little further than James Brown (do they? – Ed), I have included this picture of Robert Plant, lead singer of the legendary group Led Zeppelin. (Hah, he only printed it because Phil threatened to set his sheep upon him if he didn't – Ed.) The picture is taken from the back cover of the album Led Zeppelin 3, and according to Terry 'give me head, and I'll give it a good bang' Vick from Thamesmead in London, this screen is for all you ageing hippies out in Joe Public land. What a thoughtful lad!

▼ Even Lloyd took a few minutes off from cleaning his Hermes typewriter (and believe me, it needs a clean! – Ed) to look at this screen. Iain McGowan, from Stirling in Scotland wins one of Lloyd's old paper bags for his efforts. Sorry, I mean, Lloyd wins . . . no . . . IAIN wins £10 worth of softy ware. Cor, I'm getting confused today. Can't be the weather, it's miserable outside.



Well the sun is shining, and hordes of foreign tourists are (STILL) milling about in the usually quiet Ludlow streets. Well, they were quiet till Phil let one of his flock lose: the whole of the festival crowd went running for cover. In fact, Phil's pet sheep is upstairs now, playing football with some of the ZZAP! lads . . . and beating them no doubt. Ed is shouting at people down the phone, and the office air conditioning unit has just packed in again (wot? you mean there IS one? – Nick) – a normal sort of day in CRASH Towers really. But I don't want to burden you with my problems (yes you do – Ed), get designing your own screen pics and maybe you'll win the £40 first prize, or if you're not so lucky (but you still get printed) you'll receive the £10 consolation prize that's awarded to the gallant runners-up. Oh yes, from now on, if you want your tape returned but don't enclose a SAE I will come round to your house and play some James Brown very (and I mean VERY) loud . . . probably at midnight. So be warned, don't lay yourself open to an attack from the Caped Soulman, be a clever chap (or chapess) and send me a stamped envelope. Send your SCREENSs to **MARK 'DEGAS' CASWELL, On The Screen, CRASH, *PO Box 10, LUDLOW, Shropshire, SY8 1DB.*** See you at the PC Show. I'll be the one dressed as James Brown (stop sniggering, Dominic, or you'll be going dressed as Tiffany – now there's a thought . . .). (I wish everyone would get familiar with these so-called schedules! They don't print CRASH overnight, y'know? Everyone's already been to the PC Show so all your snide comments about Tiffany (she who deserves a font all of her own) etc are a bit out of date. Just as well, or else I might have started playing Tiffany (ahh) at 50 decibels. Now that's what I call heaven on earth! – Ed.) (And there's nothing wrong with Kylie Minogue or Debbie Gibson actually, Mark. Although they can't have a font of their own – Ed.)

Castle Computers

VISA NOW TAKEN Access

DEPT CR
CASTLE HOUSE
11 NEWCASTLE STREET
BURSLEM
STOKE ON TRENT

TEL: 0782 575043

SALE

SPECTRUM SPECIAL OFFERS

Ikari Warriors	5.50
Predator	6.99
Cybernoid	5.50
Bards Tale	7.50
Rolling Thunder	6.50
Adv. Tac. Fighter	6.99
Ace 2	6.50
Target Renegade	5.50
Ryger	3.95
Road Runner	3.50
Rastan	5.50
720°	6.50
Nigel M. Grand Prix	7.50
Barbarian II	6.99
Platoon	6.99
North Star	6.50
Dan Dare II	5.50
Crazy Cars	6.50
Scalextric	6.99
Arnhem	6.50
Mask 1	2.99
Skate Crazy	5.50
Mask 3 (Venom S.B.)	5.50
Auf W'sehen Monty	2.99
Rastan	5.25
Thing Bounces Back	2.99
Driller	10.50
Yankee	6.95
Dark Side	7.10
Gary Lin. Super. Soccer	5.50
Chollo	2.99
Track Suit Manager	6.99
Championship Baseball	2.99
Ninja Hamster	2.99
Mystery of the Nile	2.99

SALE

SPECTRUM SPECIAL OFFERS

Action Force	6.50
Bride of Frankenstein	1.99
Bismark	6.99
Overlord	6.99
Blitzkrieg	6.99
Vulcan	6.99
Desert Rats	6.99
Napoleon At War	6.50
Gallipoli	6.50
World War I	4.95
Zulu War	6.99
Bubble Bobble	5.50
Knightmare	4.95
Cluedo	6.50
Challenge of Gobots	2.99
Gauntlet	2.99
Gauntlet II	3.99
Gunship	6.99
Basil The Great Mouse Detective	6.50
Sorceror Lord	9.50
Psycho Pig UXB	6.50
Black Lamp	3.95
Where Time Stood Still	5.50
Druid	2.99
Road Blasters	6.50
Last Ninja II	6.99
Street Fighter	6.50
Evening Star	5.50
F15 Strike Eagle	6.99
Winter Olympiad '88	6.99
Football Manager II	6.99
Mag Max	2.99
Desolator	6.50
Magnetron	3.95
Gutz	5.50

SALE

SPECTRUM SPECIAL OFFERS

Hysteria	3.50
Yogi Bear	2.99
Beyond The Ice Palace	5.50
Terramax	6.50
Blood Brothers	5.50
Hercules	5.50
Hive	1.99
Flying Shark	5.20
Earthlight	5.50
Target Renegade	5.50
Rampage	3.95
High Frontier	2.99
Brave Star	3.50
Supersprint	2.99
Bedlam (128k only)	3.95
Moonstrike	2.99
Lazer Tag	3.95
Street Fighter	6.50
Yes Prime Minister	2.99
Outcast	2.99
Book of the Dead	2.99
Ninja Hampster	2.99
Oink (3 Games)	2.99
Leviathan	2.99
Nihilist	3.95
Star Raiders II	2.99
Gunslinger	2.99
Galactic Games	2.99
* LAST NINJA 2	8.50*
Hunt for Red October	10.50
Super Cycle	1.99
Last Mission	2.99
Survivor	2.99

SALE

JUST ARRIVED

1943
OUR PRICE **£6.50**

HEROES OF LANCE
OUR PRICE **£6.99**

OPERATION WOLF
OUR PRICE **£5.50**

GUERILLA WARS
OUR PRICE **£5.50**

VICTORY ROAD
OUR PRICE **£5.50**

TYPHOON
OUR PRICE **£5.50**

RAMBO
OUR PRICE **£5.50**

VIRUS
OUR PRICE **£4.99**

SALE

SPECTRUM SPECIAL OFFERS

Nether Earth	2.99
Quartet	2.99
Dark Sceptre	5.50
Elite	7.50
Blood Valley	5.95
Marauder	5.50
Rebel	2.99
Indoor Sports	3.95
Wolfman	3.95
Ace of Aces	3.50
Grange Hill	2.99
Wiz	2.99
Doc of the Destroyer	2.99
Marauder	5.50
Trantor	3.99
Star Paws	2.50
Mercenary	6.99
Monopoly	6.99
Empire Strikes Back	6.50
Nebulus	5.50
Loads of Midnight	2.99
Cybernoid	5.50
Roundheads	3.95
Pegasus Bridge	9.50
Shadows of Mordor	3.95
Night Raider	7.50
Gunsmoke	6.50
Live Ammo	6.99
19 Boot Camp	6.50
T-Wrecks	5.50
Shadow Skimmer	2.99
Last Mohekan	2.99
Side Wize	2.99
Druid 2	2.99
Red Led	2.99

SALE

SPECTRUM SPECIAL OFFERS

Bionic Commandos	6.50
Impact	2.99
Rastan Saga	5.50
Gun Slinger	2.99
Guadal Canal	2.99
The Centurions	2.99
Starfox	2.99
Captain America	3.50
Crosswize	3.95
Star Wars	6.95
Starglider	10.50
World Class L'Board	6.50
Dark Sceptre	3.95
Eye	2.99
Thundercats	5.50
Super Hang on	6.99
Big Trouble L. China	2.99
Shackled	6.50
Fast & Furious	3.50
Frightmare	6.99
Bionic Commandos	5.50
Mega Apocalypse	6.75
Ring Wars	6.99
Wizard Warz	6.50
Matchday II	5.50
The Flintstones	6.50
Arkanoid 2	5.50
Yes	6.50
Vixen	6.50
Gothic	3.95
Shackled	6.50
Desilator	5.50
Action Force 2	6.99
Phantom Club	2.99
Dragons Lair	2.99

WE NOW OFFER AN EVEN FASTER SERVICE THAN EVER BEFORE!
TRY US, YOU WON'T BE DISAPPOINTED.
P&P 50p on all order under £5. Over £5 P&P is free. Overseas £2 per tape.
Please state SPECTRUM when ordering — Please state CRASH when ordering
Castle Computers the Competent firm that cares.

SALE

JUST ARRIVED

ACTION FORCE
OUR PRICE **£3.95**

I. K. PLUS
OUR PRICE **£3.50**

STREET FIGHTER
OUR PRICE **£6.50**

STAR GLIDER
OUR PRICE **£6.45**

MERCENARY COMPENDIUM
OUR PRICE **£6.50**

TERRORPODS
OUR PRICE **£6.75**

DOUBLE DRAGON
OUR PRICE **£5.50**

DARK SIDE
OUR PRICE **£7.25**

SALE

SPECTRUM +3 DISKS

Dark Side	10.70
Cybernoid	10.70
Deluxe Scrabble	11.50
Buggy Boy	10.70
Bionic Commandos	10.70
Bards Tale	11.50
Beyond The Ice Palace	9.25
Alien Syndrome	10.70
Empire Strikes Back	10.70
Football Manager II	10.70
Gary Linekers Super Skills	9.25
Gunship	9.25
Ikari Warriors	9.25
Live Ammo	10.50
Mercenary Compendium	9.25
Pink Panther	9.50
Rastan	10.75
Road Blasters	9.25
Skate Crazy	9.25
Street Fighter	9.25
Target Renegade	10.50
Time & Magik	10.75
Victory Road	10.50
We Are The Champs	12.95
Where Time Stood Still	12.95
World Class L'board	9.25
Four Smash Hits	10.75
Last Ninja	10.95

SALE

COMPILATIONS TO CLEAR

COIN-OP CONNECTION
Breakthrough, Express Raider, Metro Cross, Crystal Castles
For only **£2.99**

GREMLIN COMPENDIUM
Shive-A-Sledge, Ludo, Tiddly Winks, Snakes & Ladders.
All these games for only
£6.95

TAITO COIN-OP HITS
Renegade, Arkanoid Flying Shark, Rastan Arkanoid II, Bubble Bobble Legend of Cage, Slap Fights
Our Very Special Price for all eight games –
ONLY **£8.75**
(Just over £1 per game)

SALE

COMPILATIONS

4 SMASH HITS
(Exolon, Zynaps, Ranarama, Uridium+)
£6.95

ARCADE ALLEY
Kung Fu Master, Breakthru, Last Mission, Express Raider
REDUCED TO ONLY £3.99

SUMMER GOLD
10th Frame, Dambusters, Bruce Lee, Beach Head II, Rebel Planet, Impossible Mission
All these for only **£4.99**

PRESTIGE COLLECTION
(The Eidolon, Rescue on Fractalus, Ballblazer, Koronis Rift)
All for **£3.95**

MAGNIFICENT 7
(Head Over Heels, Wizball, Arkanoid, Great Escape, Frankie, Cobra, Short Circuit, Yie Ar Kung Fu)
£6.95

UNBELIEVABLE ULTIMATE
Trans Am, Jet Pack, Lunar Jet Man, Pssss
To clear now only
£1.99

SALE

COMPILATIONS TO CLEAR

COIN-OP CONNECTION
Breakthrough, Express Raider, Metro Cross, Crystal Castles
For only **£2.99**

GREMLIN COMPENDIUM
Shive-A-Sledge, Ludo, Tiddly Winks, Snakes & Ladders.
All these games for only
£6.95

SOLID GOLD
Gauntlet, Ace of Aces, Leaderboard, Winter Games, Infiltrator
On Offer **£4.95**

KARATE ACE
Way of the Tiger, Avenger Samurai Trilogy, Uchi Mata Bruce Lee, Kung Fu Master Way of the Exploding Fist
On Offer **£6.99**

128K GAMES

Spitfire 40	6.95
The Pawn	10.95
Little Computer People	4.95
Elite	7.50
Ghost Buster	2.99
Ball Blazer	2.99
Hacker	1.99
Barry Mcs Boxing	1.99
Desert Rat	1.99

MAIL ORDER PRICES ONLY

SALE

TO CLEAR AT 99p

Saracen, Bosconian '87 Hero, Cylu, Gyron Smudge & The Moonies Arena, Ballblazer Cosmic, Shock Absorber Explorer, Eye of the Mask Greyfell, Falcon Patrol 2, P.O.D., Excel, Spike, The Helm, Dandy, Hyperbowl, Knuckle-busters, Kinetik, Pulsator Out Of This World, Orbix The Terrorball, Nu Wave ID Gyron, Mermaid Madness, Thrust, Excel Rescue on Fractulus, Zolyx, Ball Blazer, Riddlers Den, Zenji, Prodigy, Zarq.

FIRST COME FIRST SERVED!
Please state an Alternative!

WIN A SONY WATCHMAN!!

AND GET DOUBLE DRAGON VISION

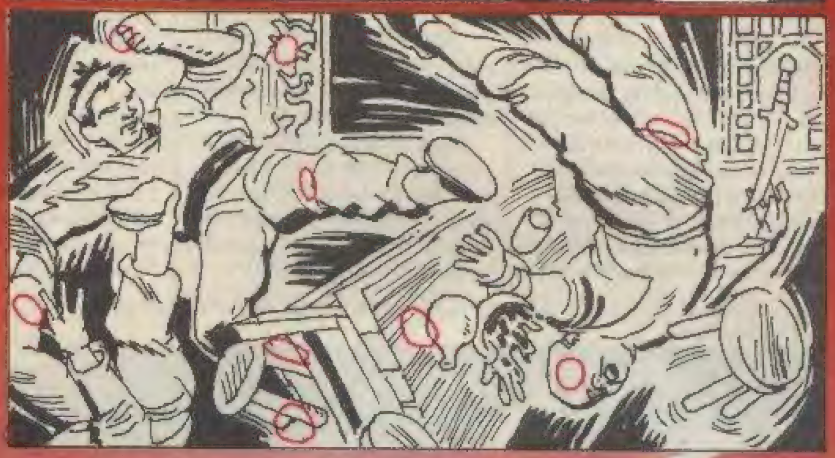
I wish that I could learn some of that martial arts stuff, it would show those CRASH reviewers a thing or two. All they do is kick me in the shin as they pass, and then run off laughing. Even that new chap Phil King is learning fast, it reminds me a bit of the old days. **Melbourne House** are on the brink of releasing another bash-'em-up game, *Double Dragon*, for your Spectrum. It reminds me of the time I was in Japan. I had just

(Ten minutes later) The **first prize** is a **Sony Watchman**, a handy little portable black and white TV that fits into your pocket so you can watch all your favourite Bruce Lee films anywhere, any time. If you're not lucky enough to be drawn out of the wok first then you could still stand a chance of winning one of the **20 copies** of *Double Dragon* that Melbourne House have kindly donated. How do you win one of these bruddy wonderfurr phizes? (Pardon? – Ed.) Well just post us a plank of 4x4 wood that you have cut in half with a karate chop (and a bill for any medical treatment incurred). No, but seriously folks, if you would like to win this super prize (and be able to watch Neighbours without your parents saying 'turn that rubbish off') or just a copy of the game, cast your peepers over these two oriental pictures. Look pretty similar don't they. You could say you've got *Double Dragon*-vision. Well, there are in fact 10 differences between them. Circle the differences on the B picture and send off your entry (on the back of a shuriken star) to **PICTURE THIS!, CRASH, PO Box 10, LUDLOW, Shropshire SY8 1DB.**

All entries should reach CRASH Towers by October 21. And no cheating or I'll send Phil's Ninja Gerbil, trained in the ancient martial art of No Can Do, to sort you out

A

B



COMPUTERS IN TV

COMMERCI

Turning over the channel is now becoming more popular than turning over the page. CRASH regular, IAN PHILLIPSON, looks at the latest advances in TV computer-techniques. Many British TV producers shiver at the thought of letting a computer into their studio. With the quality of graphics advancing at a phenomenal rate, is British TV still the best in the world..?

Not long ago when broadcasting was in its infancy – when people sat huddled in front of their small-screened, brown bakelite cabinet TV sets, presenters wore dinner jackets and the Wide Awake Club wasn't even a twinkle in the fevered loins of a crazed producer (what? – Ed) – television was a relatively simple thing.

What appeared on the screens of those first, heavy sets was the result of the latest in technology and broadcasting techniques – single point camera shots, laughable 'special' effects and casts that could be counted upon the hand of a three fingered man. Those were the days.

From that stunted childhood, back in The Thirties – though for the fact hungry amongst you the first practical demonstration of the medium was given by John Logie Baird in 1926 (thank you, Ian – Ed) – television has come a long way. The TV screen has become larger with improved picture resolution, the set itself smaller. New stations have been added, the number of characters per programme far, far greater, international TV link-ups commonplace. Fuzzy black and white images have blossomed into clean cut colour and now satellite and cable TV are about to inject a further dimension into broadcasting. What is known as the Third Age of Broadcasting is upon us.

And as the world of television becomes a more complex one, it is understandable that, as with all other aspects of modern life, computers find a place. But, for all of its complexity, TV still remains an area that is relatively free from computer invasion. It is still reliant upon people coming up with ideas, controlling the equipment, creating sets and acting out parts.

▼ Cheer up Robert (Harris, The Travelling Matte Company), and you might get a new Supernova for Christmas!

IAL BREAKS

'It's much easier shifting pixels around'

BIG HEADS, LITTLE POCKETS

Not all resistance to the use of the computer as an aid to programme making has been overcome. And some producers are still loathe to incorporate it into their programme making, but computers are beginning to make inroads in various areas. Outside camera shots, hi-tech and sci-fi backgrounds all bite into a programme maker's budget. But all of these visual requirements may be necessary if today's seen-it-all done-it-all viewers are to be convinced that they're really seeing the inside of a Venusian Slime Monster's living room, rather than a collection of toilet roll and yoghurt cartons that looks as though it's just been knocked up by a crackhanded ex-Blue Peter presenter.

'At the heart of *Knightmare* is a 24-bit Spaceward Supernova'

And it is in this area of making the unreal appear real, that computers can come into their own. By using them judiciously the confining walls of the television studio can become elasticated and infinitely expanded to encompass galaxy upon galaxy.

Creating this other world of unreality – sci-fi and fantasy being prime examples – has always been a notoriously difficult task for programme makers. Just try transferring to the small screen a cult book, say *Lord of the Rings*, or Isaac Assimov's *Foundation Trilogy*, and the chances are that you've just manufactured a situation that would put froth on boiling blood.

Much of this reaction is entirely due to the fact that a reader perceives an event in a certain, probably spectacular, way. But quantum leaps of imagination have to be made if rickety scenery, ludicrous small-scale explosions and backdrops so unauthentic that they would never have convinced a half mad, totally drunk gerbil with eye trouble that they were real, is to be ignored.

Of course the advantages of using computer-generated backgrounds should be obvious to most; you don't have to build the stuff, you don't have to take it down, you don't have thump thumbs with a hammer and you don't get blackened toes by dropping scenery on them. All in all, as **Robert Harris** of the *The Travelling Matte Company* says 'It's much easier shifting pixels than shifting scenery about'.

IT'S A KNIGHTMARE

At the moment, **Anglia TV**'s *Knightmare* is perhaps the best example of how computers are used in the production of fantasy TV programmes. The show is the product of the production talents of **Tim Child** and creator of the eye-capturing computer images, 37-year-old Harris, who has the first series of *Knightmare* and BBC's *Hitchhikers Guide to the Galaxy* beneath his creative belt.

The prized possession of The Travelling Matte Company is a mobile graphic studio that can go anywhere in the UK, or be air freighted anywhere in the world. A case of have graphic studio will travel.

'The TV studio can become elasticated to encompass galaxy upon galaxy'

For those of you who haven't as yet picked upon this series, (and with more than five million viewers last time out it's doing pretty well) it is based on that most traditional of role playing adventure games, *Dungeons and Dragons*. Briefly explained, *Knightmare* runs something like this. Contestants are divided into teams of four people. Three of these guide a fellow member, blindfolded by the 'helmet of justice', through a labrynthine succession of puzzles and yet more puzzles, encounters with monsters and liasons with helpful characters, in a computer-generated Middle Earth. The possible scenarios are so constructed that each adventure is unique and with no predetermined outcome.

Traditional production methods, if they could have done, would have created this unreality by means of a series of pictures and backdrops painted upon glass sheets, and acres and acres of blue

▼ A behind the scenes look at the advancements in TV display techniques using computers

papered space and then combined to create the imaginary scene. (The blue paper, by the way, is required for a system known as Chromakey. By placing actors or props upon and in front of the blue paper, electronic signals from other cameras can be superimposed to create any form of backdrop.) (Yes, of course – Ed.)

Knightmare uses all of these techniques but Harris's work adds a new dimension – working from the solid old fashioned reality of painted pictures supplied by graphic artist **David Rowe**, Harris adds what isn't there, producing doors and passages where they don't exist and even the shadows of actors to create reality.

▲ **Advanced computer graphics bringing the scenario into your own home in The Travelling Matte Company's *Knightmare***

At the heart of *Knightmare*'s success is a 24-bit Spaceward Supernova, optical-disk fed system. (Sounds very impressive – Ed.) But if you've seen the programme and are already thinking of asking Daddy Christmas for one of these electronic babies, just tell him that it costs £85,000 or £300 a day rental first. (And prepare a safe surface for him to fall on.)

But soon, a cheque for an undisclosed amount will change hands, and a 32-bit version of the Supernova (the first off the production line) will nuzzle its less powerful brother aside in the Travelling Matte studio. An added bonus of the Supernova system is that when the programme is being recorded – something they attempt to do all in one session so that contestants remain motivated – switches between computer-generated scenes can instantly be made at the touch of a button by director, **Sally Freeman**.

> 'Could you believe the news again?'

But if programmes such as *Knightmare* would really be nothing more than also-rans without the computer, other programmes while not hamstrung by the absence of the computer would lose out.

THAT'S SNOW BUSINESS

Take for instance, the news and weather. Once upon a time all of the graphics, the maps and simulations were drawn by hand. If a slightly new slant or emphasis was required then the graphics would had to be redrawn – time consuming and possibly error prone.

But now things are changing – slightly.

TV frontmen have the unpleasant task of giving us incorrect weather information day after day. For many years the format remained essentially the same – serious, sombre-suited men were replaced by user-friendly, jolly men and women – but for all of that they still ended up attempting to stick non-sticking rain clouds over Scunthorpe.

Some progress has been made into incorporating computers in order to jazz up the boring 'weather show', (over the last few years the **BBC** has invested £250,000 in computer graphics for weather presentation) but basically things remain the same.

A band of independent producers are, however, all set to drag weather presentation kicking and screaming from the dark-ages into a new era which, hopefully soon, will hit our screens. For instance **The Weather Department** is a Birmingham company offering up-to-the-moment weather forecasts in real-time, enhanced by full use of colour and satellite images. Of course, when this is done they will hardly be breaking new ground. Television stations in America have been beefing up their weather presentation for years, with computer animations, graphic representations and computerised digital weather displays.

Perhaps one of the latest uses of computers to make TV a more effective place, and break through the traditional taboos and practices of the broadcasting world is ***Lasercast***. A hi-tech system that allows cravat wearing producers to cast their productions more effectively.

At the touch of a button, the mug shots and details – for instance, how many times they have played the back end of a pantomime horse, or whether an actor is able to tap dance whilst playing the violin – can be quickly called up from a computerised laser disc system. Gone will be the days of the casting couch forever.

For perhaps the ultimate example of just how far the use of computers could progress on TV is suggested by the work done at America's Massachusetts Institute of Technology.

'What's going to happen', asks **Professor David Zeltzer**, 'when we have [computer] animation of photographic quality?' The prospect of the 43rd, computer-generated, series of *Terry and June* being made long after the two stars have retired is a prospect that could make us rue the day computers were ever allowed into television. But also imagine all of the repercussions if a false computer generated image was broadcast showing Neil Kinnock being punched by Margaret Thatcher, the thought may be amusing but the consequences more than a little troublesome. You'll never know what is genuine television unless you're told. Could you ever believe the news again?

Of course computers could ultimately be used to control all lighting, sound and camera operations. A director would merely make a programme using a voice-activated computer that would immediately switch to the appropriate shot, focusing sharply on a well lit subject.

> 'The Third Age of Broadcasting is upon us'

THE BEST IN THE WORLD

British television is generally rated by broadcasting professionals as the best in the world, which may come as a surprise to anyone who has seen an episode of *Crossroads*. This reputation has been achieved without recourse to the technical power of computers.

But with the imminent growth of the TV world, as satellite stations come at us from right left and centre, all of that must change. The pace in coming years will be a frantic one, and only those who are able to retain the interest of a fickle viewer with his finger on the remote-control channel button are going to survive.

TV times – they are a changin'

WIN RAF CECCO'S CAMERA!!

(Well, not quite)

PLUS 25 COPIES OF CYBERNOID II

CRASH COMPETITION

You'd better watch out cos I'm back! After my two year cruise (I won it, of course) I have returned to being the humble Comps Minion back at the Dingy Towers. Looks like nobody noticed I'd gone – my broom cupboard hasn't been touched (cough, splutter, too much dust)! In fact I'd just started to tidy up when who should walk in but Andrew Hewson – software and media megastar . . .

Andrew, it's great to see you again, how's things?
Ooo Compy, triffic and fab. You're looking particularly radiant, what have you been up to?
Well I've just come back from a round-the-world cruise. Won it in a competition, y'know?
So how was your trip?
Well everything was fine – Milan was fun, Rome was when in (as the saying goes) but when I got to Africa, and my trip down the Nile, things started to get a bit worrying. First of all my watch went missing, then somebody swiped my sunhat and finally my camera went missing.
So what did you do?
I tried to jump in the river and look for it. But the tour guide kept muttering something about crocodiles, so I decided against it.
So you'll be looking for a new camera then? I think i might have just the thing for you.
Oh yea?
Well Raf's been prancing around the office recently with his flashy Canon camera. And I got so jealous that I thought I'd get a camera as well. Trouble is, Sandra Cousins [Operations Manager] was thinking along the same lines. So she also popped out and purchased a camera for me. So now I have two!
Lucky old you!
So why don't you have one. Even better, why don't we give away one of the cameras in a competition. Fab stuff, Compy!
Yea, fab. But what do we base the competition around.
Well Raf, of course, it was his fault in th first place. Lots and lots of questions about Raf. You set 'em and the readers can send their answers on the back of a postcard to (deep breath)
I LOVE RAF AND ANDREW, CRASH, *PO Box 10, LUDLOW, Shropshire SY8 1DB*
Cor, where did you get all that from, Andrew? Anyhow, you forgot to add that the decision of the CRASH Judges is final, and get your entries in before October 21.
Before you go, I've got some 25 copies of Cybernoid II lying around the office. Any use?
Yea, we'll give those to the 25 runners-up.
Triffic! What about the questions?
Well . . .

1 *Which part of London does Raf come from?*
2 *For which company did Raf work before turning freelance?*
3 *What do flowcharts remind Raf of?*
4 *Who did Raf use to design the* Cybernoid II *graphics?*
5 *What type of car does Raf drive around in, and what is the registration number?*
6 *When is Raf's birthday?*

They'd better get their back issues out, Compy.
Yea, see ya Andrew.
See . . . (zooms off in a cloud of dust)

PLEASE NOTE: THE ACTUAL CAMERA MAY DIFFER FROM THE ONE SHOWN

24 HOUR COMPUTER REPAIRS and COMPUTER SPARES

SINCLAIR

QUALITY APPROVED REPAIR CENTRE

AMSTRAD · SINCLAIR · SEAL OF QUALITY · AMSTRAD APPROVED REPAIR CENTRE

HOW TO GET YOUR 48K SPECTRUM REPAIRED FOR ONLY £19.95

NOW AVAILABLE – the official Spectrum Upgrade!

THE BEST SELLING KEYBOARD IN OUR DAYS

Turn your Spectrum into a Spectrum + for just £24.95

+ £1.50 p + p

ACCESS WELCOME

Here's some exciting news for Spectrum owners... the official Spectrum Upgrade Kit. The Upgrade has everything you need to turn your Spectrum into the stylish new Spectrum +. You don't even need an understanding of electronics, just the ability to solder a few wires together! The leaflet in the kit gives clear, step by step instructions. If you're not sure about doing it yourself, don't worry. Simply return your 48K Spectrum to us and for £31.90 + £1.75 p + p we'll upgrade it for you.

The official Spectrum Upgrade. Naturally your upgraded computer will accept all the peripherals in your Sinclair system-interface 1, Microdrives and so on - as well as all Spectrum software. Just as important, new Spectrum software and peripherals will be designed with the Spectrum + in mind. So the Sinclair upgrade adds stylish looks, new capabilities ... and new potential for the future.

The bigger, better Spectrum keyboard

The Spectrum + measures 12½" × 6". It has a large typewriter-style keyboard, with hard, moulded keys. You'll find the new keyboard has a smooth, positive action – ideal for touch-typing, word processing, simulation programs, and extended programming sessions. Two retractable legs give a perfect typing position. There are 58 keys in all, including 17 new keys. Programmers will be pleased to see dedicated punctuation keys, a space bar, and separate shift keys for graphics and extended modes. And a reset button allows you to clear a program from your computer's memory without disconnecting the power supply.

HOW TO ORDER BY MAIL

1. If you require us to do the upgrade for you please send £31.90 + £1.75 p + p. Total £33.65.
2. Should you require the do-it-yourself kit just send £24.95 + £1.75 p + p. Total £26.70.
3. If you require your Spectrum to be repaired and upgraded to a Spectrum Plus we have a special offer price of just £50.00 complete. Orders can be placed by using your Access/Visa Card on the numbers below.

TEN ★ REPAIR SERVICE

- ★ While you wait repairs £22.50 48K Spectrum. £25.00 Spectrum +2
- ★ All computers fully overhauled and fully tested before return.
- ★ Fully insured for the return journey.
- ★ Fixed low price of £19.95 including post, packing, parts, labour. Spectrum +2 repairs only £25.00 fully inclusive.
- ★ Discounts for schools and colleges.
- ★ Six top games worth £39.00 free with every Spectrum repair. Now includes FREE memory/keyboard test.
- ★ We also repair Commodore 64's, VIC 20, Commodore 16 +4, Spectrum +2 and +3.
- ★ The most up to date test equipment developed by us to locate faults within your computer.
- ★ Rubber keyboard repair (replacement membrane only). Just £10.00 including p+p
- ★ 3 month written guarantee on all repairs.

TRADE REPAIRS most welcome

BEST SERVICE – BEST PRICES!

ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your estimate?

Need your computer repaired fast? Then send it now to the **Number One Repair Company in the U.K.**, or call in and see us at our fully equipped 2,500 square foot workshop with all the **latest test equipment available**. You are more than welcome. We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only **£35.00**. Please note we gove you a 100% **low fixed price of £19.95** which includes return post and packing. VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and shock you with repair bills £30 upwards. Don't forget we are Amstrad aproved for quality and speed, don't risk your computer to any other unauthorised repair centre. We dont just repair the fault and send your computer back, we give your computer a:-

FREE OVERHAUL WITH EVERY REPAIR WE DO:-

We correct **colour, sound, keyboard, check the loading and saving chip**, even put new feet on the base if required. Check for full memory, check all sockets including ear/mike and **replace where needed.** All for an **inclusive price of £19.95 which includes VAT, parts & labour, return post, packing & insurance. No hidden extras whatsoever.**

(Should a computer be classed as unrepairable due to tampering we may be able to offer a replacement circuit board at additional charge.)

URGENT NOTICE Don't be misled by adverts showing 'between prices.' A recent complaint against a Manchester repair firm, Mancomp, was upheld by the Advertising Standards Authority on two counts, "It had stated BBC repairs between £14 and £45 then charged the customer £85." Their guarantee policy was misleading as it did not make clear that all repairs were not covered.

EXTENSION RIBBON

56 Way ribbon cable to extend your ports for your peripherals £10.95 plus £1.75 p&p

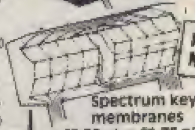
JOYSTICK & INTERFACE PACK

The Cheetah 125+ Rapid Fire Joystick and Ram Dual Port Turbo Interface
Recommended retail price £20.90
Special offer price **£18.95**
Items can be purchased separately. Ram Dual Port Turbo Interface **£12.95** - £1.75 p&p
125+ Joystick **£7.95** £1.75 p&p

SPECTRUM REPLACEMENT POWER SUPPLY UNIT

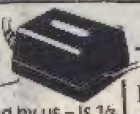
Brand new design
Power supply for your Spectrum doesn't even need a plug, only £10.95 + 1.75 p+p.

KEYBOARD MEMBRANES



Spectrum keyboard membranes
£5.50 plus £1.75 p&p
Spectrum Plus spare keyboard membranes £12.90 plus £1.75 p&p

COMMODORE 64/VIC POWER SUPPLY UNIT



Developed by us – is ⅓ size of conventional power supplies Just £29.00 + 1.75 p+p

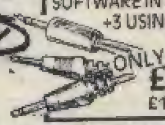
ON-OFF SWITCHES

FOR THE SPECTRUM AND SPECTRUM +
ORDER No
1067 SPECTRUM
1067A SPECTRUM+
£4.95 + 1.75 p + p

NEW

SPECTRUM + 3 CASSETTE LEADS

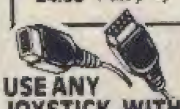
LOAD YOUR CASSETTE SOFTWARE INTO YOUR +3 USING THESE LEADS.



ONLY **£4.50** £1.75 p&p

USE ANY JOYSTICK WITH YOUR SPECTRUM + 2

SINCLAIR JOYSTICK ADAPTOR FOR CONNECTING SPECTRUM +2 COMPUTERS TO MOST JOYSTICKS



ORDER No 1068 RRP £5.95 + 1.75p + p

THE VIDEOVAULT COMPUTER COMPANION EDITION NOW HOT OFF THE PRESS

New bigger catalogue now available containing over 2,500 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 3×19p stamps for your free copy. Over 20 pages full of top quality products delivered to your door by return post.

FULLY REPAIRED AND TESTED ON MOST ADVANCED TEST EQUIPMENT IN EUROPE!

Videovault Ltd

Old Kingsmoor School, Railway Street, Hadfield, Hyde, Cheshire SK14 8AA
Tel: 04574 66555/67761/69499 Main Office, enquiries and orders only.
Manchester telephone 061-236 0376 While you wait centre only.
We regret the Manchester Branch cannot take mail order orders, please use main office number

POST + PACKING CHARGES UK ONLY
OVERSEAS POST + PACKING CHARGES PLEASE WRITE FOR QUOTE

OPEN 7 DAYS A WEEK MANCHESTER MON - SAT ONLY

SPECIAL OFFER NOW

6 GREAT FREE GAMES PLUS BONUS FREE TESTER ON EACH TAPE TO TEST YOUR KEYBOARD, MEMORY TEST. RECOMMENDED RETAIL PRICE £39.00 YOURS FREE WITH EVERY SPECTRUM REPAIR

ZX81 SPARES NOW IN STOCK

© COPYRIGHT VIDEOVAULT NO. 885050 FAX NO. 04574 68946

COMMS

SHOPPING AROUND

PAUL EVANS goes shopping (dum de dum) . . .

COR, TALK about a busy month! If one more person says, 'Burger' or 'Big Mac and fries to go', I'll shove a comms lead where no RS232 has been before. Apologies if I sound a bit nervous (aggressive more like – Ed), I get my maths result in two days (EDITOR'S NOTE: Nick Roberts **FAILED** his English Language!!). More on that next month. Anyway I'm off down the shops. (Mine's a Lilt – Nick; I'd love a coffee cream bun – Lloyd; get us a Topic, Paul – Ed.) Whoops, should've kept quiet!

WOT? NO GATEWAY?

One of Prestel's great advantages is the ability to purchase goods through your modem (and with a bit of help from your flexible friend). At the touch of a few keys you can purchase anything from *Cybernoid* (yet another plug for Mr Cecco) to a pregnant chicken (!, I won't ask – Ed).

When Prestel arrived, teleshopping soon followed – fast becoming one of Prestel's greatest assets. Many large catalogue companies saw great potential and soon moved in to corner the market. Today's system is very large and involves many mail-order retailers, including Micronet. The larger systems allow access through gateways. (Wotsat? – Ed.) (Where have you been for the last year? – Paul) A gateway is link from your modem to, for example, the Kays computer, without leaving the main Prestel system. You are simply channelled through to the appropriate database, through which you can peruse at your ease (but watch that phone bill!). When you've decided what you want, just quote your credit card number and the order will be processed and despatched. And because it's all computer controlled you can order at any time. (Ever remembered that birthday present at three in the morning?)

NOT JUST GAMES

There's a fantastic range of goods to pick and choose from – software is an obvious market. Micronet offer a wide range of the latest games (on most formats) at discount prices. Other companies within the Micronet area stock peripherals and computers. Apart from computerish stuff there's also the majors. Littlewoods's *Shop TV* service has been running for a few years and offers free membership with a complimentary catalogue. For those too lazy to read the catalogue, you can just ask the computer if it has anything close to what you want. For example, you could ask for a Pioneer stereo system up to £500. (You might not get one, though – Ed.) The computer would then display a few choices. The Kays system is similar, with a whopping 1000+-page catalogue. The system has real potential.

In America, a more advanced version of Prestel exists. (Well, it would, wouldn't it! – Ed.) The resolution is a lot sharper than our Viewdata system (ours being similar to a ZX81's, but with colour). The Yank's equivalent produces Spectrum-quality high-resolution graphics. Estate agents are using this to show digitised pictures of the houses for sale in their area. Give them your requirements and the computer sorts out what you can afford!

PHONE FROM HOME

If you live in the London area, Telebooking is all the rage. This allows you to make reservations and bookings for all sorts of things; hotels, theatres, cinemas . . . It's a pity that most of the companies offering tickets via the telephone are in the south-east, although for events like the PC Show it can be useful for everyone – book your hotel room, order your Show tickets and arrange an evening function. Of course, you'll need to get down to the PC Show, well you can book the tickets for that too!

British Rail and National Express coaches both have Prestel timetables with full booking facilities. Avoid the queues, STAY AT HOME AND USE THE PHONE!

In France, the government has introduced *Minitel* – a very advanced teleshopping/booking service. Around 90% of French householders have a terminal. Maggie's Modem? Fat chance!

BYTES AND PIECES

FOR SOME curious and unknown reason, *TeleTalk* has been changed to *DataTalk* with no explanation! I must ask Micronet . . .

A few weeks ago, the largest ever *Shades* meet took place. It was in the home of **Ambushbug**, a famed member. Apparently (sorry I couldn't make it), a good time was had by all.

A new section has appeared in Micronet's world. It's called *Freefax* and contains reviews, competitions, classifieds and special offers! (Bit of competition? – Ed.) Type ★freefax# or ★60014# to take a look.

WOULD YOU CREDIT IT?

The most convenient way of getting software is through Prestel. There are loads of titles available, including charts toppers and indies, paying for them is as simple as paying your Prestel bill – in fact that's what it is! The software is transmitted down the phone line, then you just save it to tape – it's called CET. You get the software in minutes and don't pay till your next Prestel bill – some software's free!

◀ **Be cool and get into *Shades***

Talking of indies (which I was, if you remember!) brings me nicely to the irregular review spot. ***Spectrum Shades Terminal*** is designed for use on *Shades* and *TeleTalk* and basically makes the system much more useable. *SST* is made up of two windows; a large central one for Prestel and a small two-line input window – there's also a natty little clock in the corner. It allows function keys and accessories, such as clock adjustments. *SST* displays the character set in a choice of two fonts; a nice free flowing one or a computer-style typeface.

The software runs on a VTX 5000. It allows you to log-on and progress to *Shades* within its own routines. Unfortunately, when you log-on to Micronet the display is in monochrome – very unreadable till you enter *Shades*.

SST is a great asset when on *Shades*. The macros provide a useful accessory (fights can be carried out a lot easier than before – all the commands on just one key!). If you require you can also integrate your own macros into the program from the pop-up menus. I would definitely recommend this package to the serious *Shades/TeleTalk* user, as it makes it a lot easier to cope with. A competent piece of software, and one of many such packages that makes the Spectrum one of the best Micronet terminals available.

Version 1.2 is available at the moment, but V1.3 (which I had) should be out soon (v. cheap, I'm assured). **Philip Aston** is the author and you can find out more by going to page ★600614596# of Micronet. Alternatively you can write to Philip at *Potters Cottage, PENSHAM, Worcs WR10 3HB*. The first CRASH Comms Smash? Well, about 92%.

CECCO'S L·O·G

Stardate: 1 August 1988

Well people, I am very happy to say, this month will see the completion of the *Cybernoid II* project (at last). The wonderful thing ought to be on the shop shelves pretty soon, so look out for it won't you (course we will, Raf – Ed). All that's left to be done is incorporate the new music soundtrack by Dave Rogers (who also put together the original *Cybernoid* tune). I'm now raring to go with *Stormlord* once again.

Stardate: 2 August 1988

Severe memory problems on the old Speccy are really getting me down. The machine is absolutely crammed to the brim and Nick 'these scales are wrong' Jones suggests I remove my name from the credits to scrounge a few bytes back (stupid boy).

▼ A wily bunch of programmers at Hewson's HQ in Abingdon

Stardate: 8 August 1988

Looks like *Cybernoid II* is well on the way to being finished now. It should only be the proverbial 'about a week' before it's done. (Now where have I heard that before? – Andrew Hewson.) (Ditto, Andrew – Ed.)

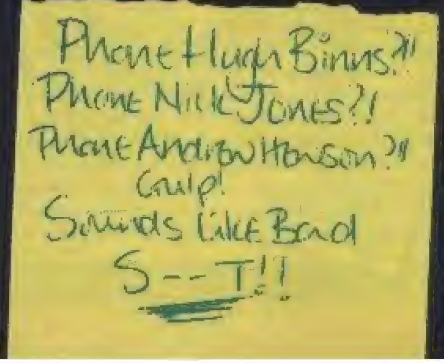
Stardate: 16 August 1988

It looks like a couple of demos of *Cybernoid II* are required for tomorrow. I'd better get on with some work.

Stardate: 17 August 1988

After having finished off the *Cybernoid II* demo tapes I disappear for the rest of the day, which, it appears, is not the most brilliant idea I've had this month.

Arriving home in the early hours, I discover a message scrawled on a piece of paper which reads:



Now it just so happens that all the people mentioned on this little gem of a note (many thanks to Chris Hinsley for being so concise) are all intimately involved with *Cybernoid II*. In a panic I decide to ring Nick. I am duly informed that I am in fact a dead man and should hang, draw and quarter myself, as this

▼ 'This is my favourite section', says Caroline Fonseca (Hewson's Rack-It Sales Manager)

will be a lot less painful than what Andrew Hewson is going to do to me. (Oh gawd!)

Apparently the *Cybernoid II* tape wasn't quite right, and the fact that I wasn't available all day or night to rectify the situation went down as well as a strip-o-gram at a vicarage tea party.

Stardate: 18 August 1988

It's nine o-clock in the morning and it's time to face the music (or the final curtain as the case may be). With trembling hands I dial Andrew Hewson's number. The conversation we had (or rather Andrew had) can be summarised thus:

"!"

(The printed word just cannot do justice to the severity of the damn good verbal thrashing I had.)

Nick and I work through the whole night on *Cybernoid II* to give a good impression at tomorrow's meeting. We contemplate a suicide pact, but decide that this would make Andrew even more peeved with us. There is nothing more irritating than hearing bird song at the crack of dawn when you've been up all night.

Stardate: 19 August 1988

Nick Jones and I are off to Hewson HQ to sort out yesterday's fiasco. I am quite confident about today, as anything, short of going to Hell and back, just can't be as bad as yesterday's phone call!

Nick and I are invited to the super-dupa Hewson pre-PC Show bash at Stringfellows in London (this is going to make all other PC Show functions look utterly pathetic by comparison). We pretend that the Stringfellows do clashes with our 'Bridge 'n' Best Bitter Night' at the Legion, and we'll be unable to attend. (Chortle, chortle . . .)

Stardate: 22 August 1988

I receive a panicked call from Paul 'camera shy' Chamberlain at Hewson, virtually begging me to convert some loading screens on an Atari ST to a form that the Spectrum can use. After that master of disaster on the 17th I decide that I owe them a favour, and Paul's such a nice chap. (Little do they know, it will only take about five minutes to do, for I have the technology!)

Stardate: 23 August 1988

Ha ha! 'tis off to Hewson HQ (yet again – I may as well be working in-house) to meet Dominic from CRASH today. (Better watch what you say here, Raf –

▼ Sandra Cousins (Operations Manager): 'she's like a mother to me', says Raf

Ed.) Between you and me, the only reason I am turning up at all is for the free lunch I've been promised. (Same here, Raf – Ed.)

I am rather bewildered by the air of hectic activity that is constantly present at the Hewson offices – no-one seems to keep still for more than thirty seconds. (That's because we actually work for a living Raffaele – all the Hewson staff).

After briefly chatting to Dominic, we set off to lunch. It turns out that a few other people (almost all the staff, it seems – Ed) from Hewson are coming along with us.

The Hewson entourage (rabble) make their noisy way to the nearest pub (Sandra's favourite). (I was actually expecting a bit of cordon bleu but I suppose I'll have to make do with a ploughman's.)

I am given the dubious pleasure of sitting in the back of Andrew Hewson's car (well, I had to have the front – Ed) - it's all very impressive you know; crushed velour upholstery, electric windows, power steering, turbo-charged, bloody small at the back. (How many Shell tokens have you got now, Andrew?)

Back at the offices, I show off *Stormlord* to Dominic (mmm, very impressive – Ed) and am informed that I must take a few snaps of everybody (definitely NOT my idea – Ed). Needles to say, anybody I point the camera at (including Dominic!) runs a mile, swears at me or threatens to bust the camera. Anyway, from the photos I did manage to take, you can see that the Hewson offices should ideally be based at either Broadmoor or Rampton. By the way, you can win my camera (well, a replica – Ed) in the *Cybernoid II* competition in this issue. Sandra finds time to show me the rough artwork for *Stormlord*. Seems as if nubile young women (not my sort, really) squeezing out of perfume bottles is the 'in thing' at Hewson. Some of the sketches should be scattered around the page.

Stardate: 25 August 1988

Received the first demo of the *Cybernoid II* music soundtrack today. I'm impressed that although the soundtrack melody is quite different from the original *Cybernoid*, Dave Rogers has still managed to capture the *Cybernoid* atmosphere. Great stuff. My only problem now is to find the memory to put this lot in! (By the way Dave, why the A4-sized jiffy bag for just one cassette tape?!)

Stardate: 26 August 1988

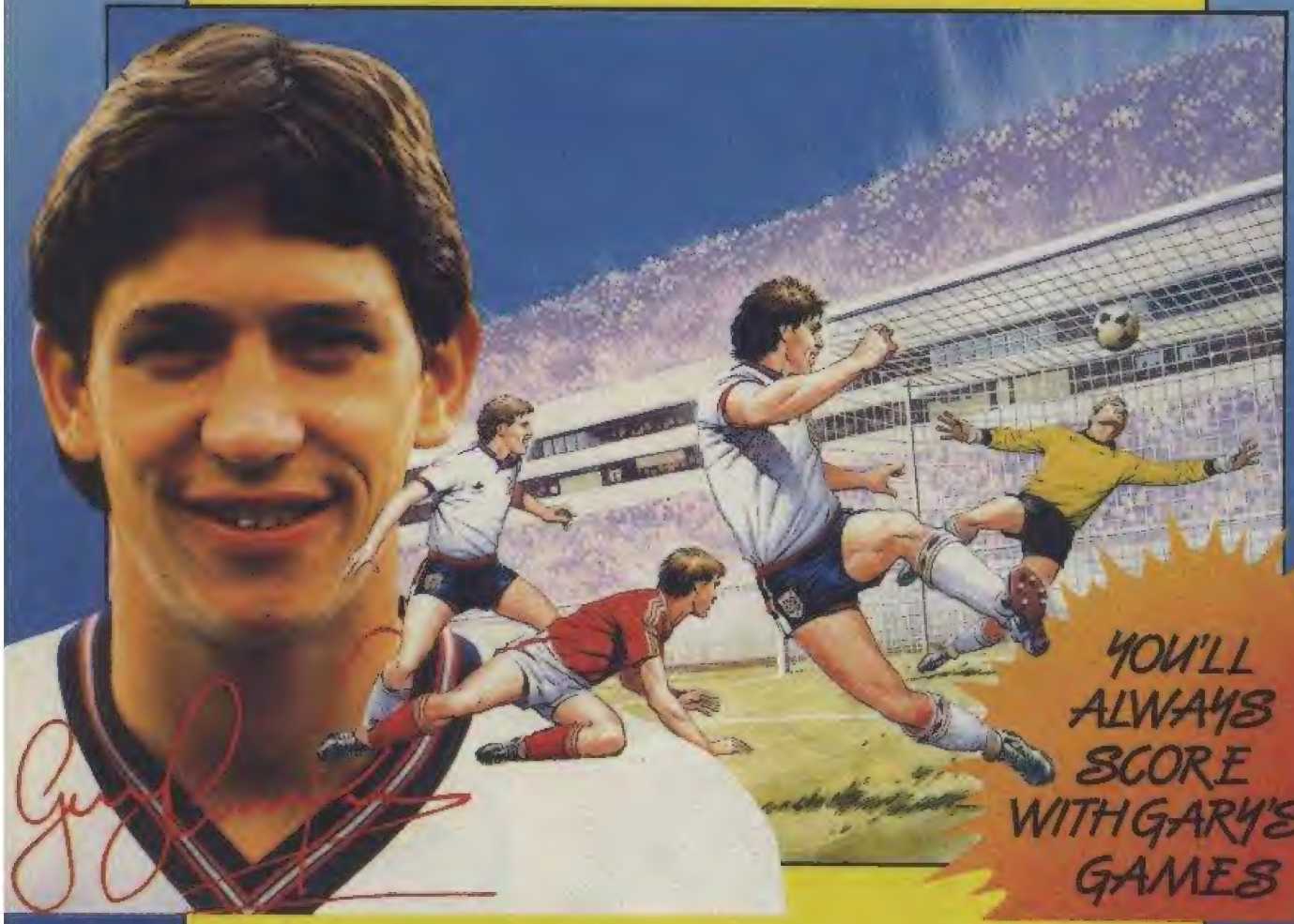
It's 11am and I'm just putting the last entry into the Log. Guess where I'm going today. Yes, Hewson HQ! The poor old Fiesta just can't take anymore of this (especially the way I drive).

Catch you later . . .

KICK OFF!! WITH THE HOTTEST FOOTBALL GAME AROUND

GARY LINEKER'S

Hot-Shot!



YOU'LL ALWAYS SCORE WITH GARY'S GAMES

The hottest football game ever produced for the home computer — full eleven a side football, sliding tackles, throw-ins, corners, goal kicks, fouls, selection of strips and the dreaded referee with his red card.

Play the computer or a friend on astroturf or grass — be careful the surface affects the bounce on the ball.

Top score with Gary Lineker's Hot Shot

SPECTUM 48/128
£7.99 Tape, + 3 £12.99 Disk

CBM AMIGA
£19.99 Disk

AMSTRAD/CBM 64/128
£9.99 Tape, £14.99 Disk

ATARI ST
£19.99 Disk

GREMLIN

Gremlin Graphics Software Limited, Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423

ARCADE ACTION

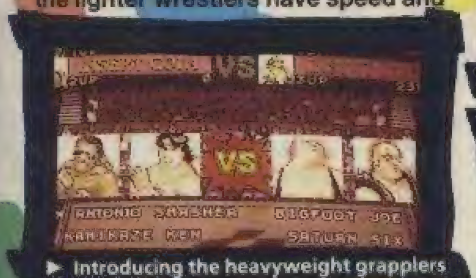
Are you heading for the seaside this summer? Have you already been? Well, fear not, whether you're waiting to go, or have just come back PHILIP KING and MARK CASWELL (the gruesome twosome) have some crucial info on the latest hits at the arcades. These are the summer coin-ops of 88. With wad in hand, they trekked on down to (sunny?) Blackpool . . .

THE MAIN EVENT

Konami

Good evening grapple fans, welcome to *The Main Event*, Konami's new tag-team wrestling game. *The Main Event* isn't like the poncy, fixed UK wrestling it's All-American style, and that means anything goes.

As in the real thing, up to four people can play simultaneously. You're choice of opponents must come from such pleasant chaps as El Condor, Saturn Six, Bigfoot Joe, Kamikaze Ken, and Alan the Empire, (one of the contestants resembles American wrestler 'Hulk' Hogan, and I swear the San Antonio Smasher looks like Stevie Wonder – moves a bit faster, though). Choose carefully, the lighter wrestlers have speed and agility on their side, but the heavier guys use their weight to good advantage.



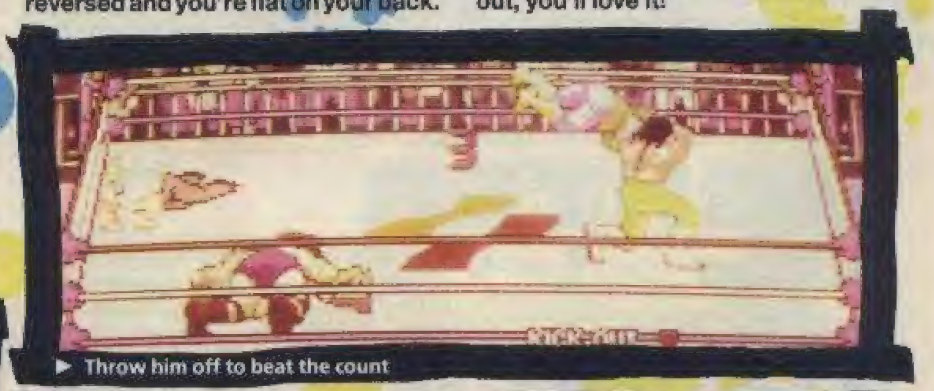
▶ Introducing the heavyweight grapplers

With players chosen, it's on with the bout. One fall, one submission, or a knockout decides the winner. Once the customary introductions have been made the fight begins. Cabinet controls consist of a joystick, a large 'action' button, and a smaller 'tag' button. Use the action button to access moves like overhead throws, smash headlocks, forearm smashes, and lethal drop kicks.

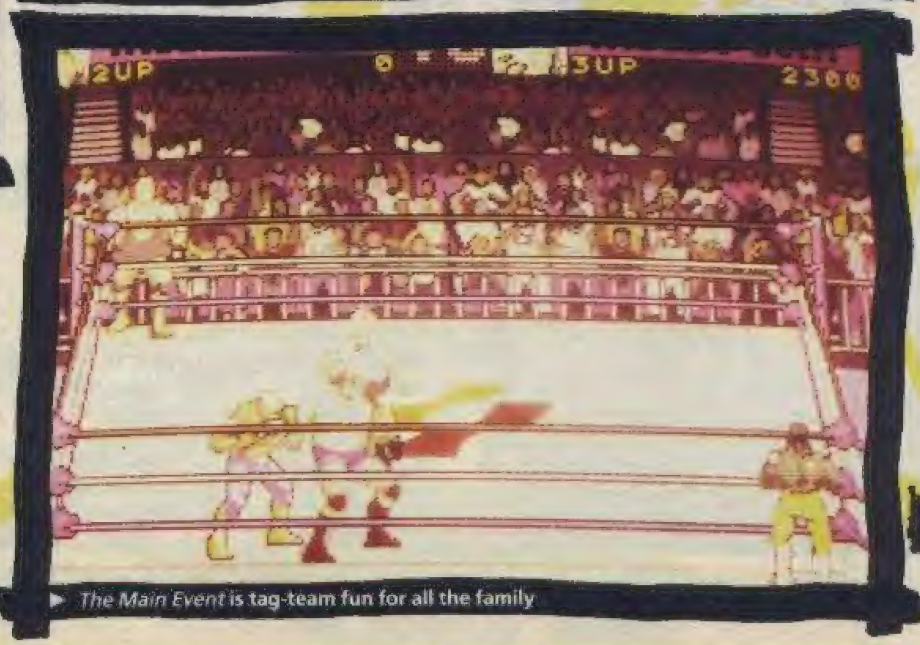
Bang your challenger to the floor and a fall can be attempted, just pin him to the ground and hammer away on the action button. This is where the real action starts. It's all very well holding him down but you have to keep an eye on his partner. Like all good ring contests he has a tendency to move in a bash you off his chum – although your tag partner can intercept and kick his head in before he gets the chance! More frantic 'action' is needed if the tables are reversed and you're flat on your back.

At any time during the game you can tag your partner and give him a turn at bashing the living daylights out of the opposition. Just move to your corner, hit the tag button and away he goes.

The team who win get their picture in the newspaper (lovely touch) and the losers are left to slink out of the ring with bowed heads. The graphics are great and the Master of Ceremonies spurts out some fairly recognisable garbage. In fact *The Main Event* is full of nice touches, which will draw lazy layabouts as well as Daley Thompsonites. Search it out, you'll love it!



▶ Throw him off to beat the count



▶ *The Main Event* is tag-team fun for all the family

TOOBIN'

Atari

Ah, those lazy days of summer, lounging in the sun, sipping cool drinks by the swimming pool. Bif and Jet are two kids who are on their way to a beach party, but they shun all normal modes of transport, and plan to arrive by floating down the river on the inner tube from an automobile tyre.

Toobin' is probably one of Atari's most novel game ideas and has a very cutesy feel to it. This coupled with the neat graphics and rousing tunes and spot effects, makes it a very playable game. I must admit I almost had to be prised off of the machine at the end of the day. (Well, Mark did have an infinite supply of money – Ed.)

▶ Bif and Jet reach their goal (in life?)

You start your trip on the Colorado Rapids travelling through progressively weird scenery including Indian Territory, the mucky City Sewers, the Prehistoric Era, the cool Yukon River, and the not-so-cool Nightmare Lands. Four buttons (set in a circle) are used to paddle backwards and forwards, with a fifth used to throw tin cans at obstacles and irate riverside inhabitants (they'd love to pop your tyre). These include polar bears, penguins, jungle tribesmen, Indians, and the terrifying demons, who try to singe your backside with fireballs!

Although a well-thrown projectile will destroy or deter all but the most determined foe, they are in short supply – luckily they can be replenished along the way. Other collectable items are the all-important six packs of drink, the odd treasure chest and special bonus point gates which appear at certain points along the river. But perhaps the highest points can be attained when the letters T-O-O-B-I-N are gathered.

So will Bif and Jet make it to the party, or will the wild waters get the better of them? They had better hurry, or that large crocodile will have them for dinner. Spend a few 10p's and find out. Although I warn you, once you start playing you'll be hooked.

P47 FREEDOM FIGHTER

Jaleco

Set in the flak-filled skies of Europe and North Africa during World War II, *P47 Freedom Fighter* (sounds like a Inland Revenue form!) allows one or two players to pilot allied fighter/bomber planes. Waves of enemy aircraft swarm around your plane as you drop bombs onto huge enemy tanks and installations.

The view is sideways-on and the action is no-nonsense mindless violence at its very best! Defeating the huge enemies at the end of each level involves much frenzied blasting (these include a ship, a massive Tiger tank and even a train). Most of the time the screen is filled with colourful explosions as the action makes the Battle of Britain look like a common air show. Despite the large tanks the game isn't particularly visually impressive, and soundwise there's a complete absence of the now-typical digitised speech. This is rather a shame, as even though the gameplay is unoriginal, it's tremendously addictive. Unfortunately the mediocre presentation will probably mean that *P47 Freedom Fighter* is not the success it deserves. But don't be put off by its lack of gimmicky features (no hydraulics or weird controls); it's the game that counts, and once you start blasting away, you'll find it hard to stop.

CONTINENTAL CIRCUIT

Taito

Continental Circuit is Taito's latest racing game currently vying with the likes of *Out Run* etc for pole position in the arcades. What makes *Continental Circuit* different from the rest is that it uses some innovative 3-D glasses – effectively. Although, the time limit and ranking system are enough to keep most people playing.

You start in Brazil and must finish in the top eighty if you want to travel to the USA. Get in the top sixty there and you can go on to Japan, where things get a bit tough (top three stuff!). The imposed time limit means that you have to drive like the proverbial bat out of hell. Drive like a granny learner and you'll be wasting your money.

I loved the steering – it's very responsive –, wheel spins and skids are all to easy to achieve if like me you are a little heavy-footed on the accelerator. (Bang goes the

DRAGON NINJA

Data East

Beat-'em-ups have always been popular in the arcades and this new release from Data East should continue the unrivalled addiction of bashing someone's, or something's, head in. The game concerns two hard-man Ninja warrior types, who decide to use their martial art skills to rid the world of the shuriken star-throwing, sword wielding baddies once and for all. (Good for them – Ed.)

Firstly you must decide whether to face the evil hordes alone, or get a friend to lend a much-needed fist. The first level sees you fighting with the enemy atop of a speeding lorry. Oriental thugs leap onto the players' vehicle from cars (yes, they're stunt ninjas as well). Once the lorry stops, the player can hop down and face the inevitable end of level super baddo – one mean customer. Later levels include fisticuffs on the roof of a goods train, in a warehouse and in spooky caves, where the enemy are aided by vicious dogs and falling stalactites. The reason for all of this kicking, punching and sword waving fun? Well, it is all a run-up to the inevitable final showdown with the big boss on his personal helicopter.

Ok, so *Dragon Ninja* doesn't add much to the ancient martial arts theme. But I for one found it to be playable, maybe in part because I enjoy this type of game, but also because of the original locations of some of the battlegrounds (on top of a lorry, indeed!). The action will certainly keep you on your toes as it comes thick and fast from all angles. Although an assortment of weapons can be attained along the way, the sheer weight of enemy numbers will slow you down – especially when my favourite baddie is around. He appears later on in the game and has a habit of stopping in the middle of the fighting, chanting to the gods and promptly increasing tenfold!

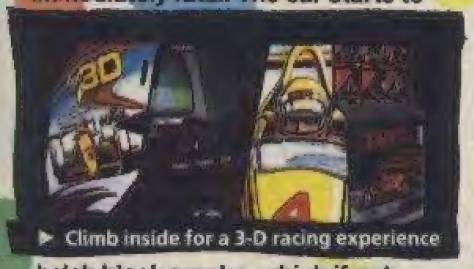
Hardly original but penny-pinchingly addictive.

► What a strange way to hitch a lift

IENTAL

T

Company Car! – Ed.) But with practice you'll find yourself zooming around the bends at break-neck speeds. (Nigel Mansell? Huh, passed him ages ago!) Collisions with rival cars or roadside obstacles aren't immediately fatal. The car starts to



► Climb inside for a 3-D racing experience

belch black smoke, which if not extinguished at the nearest pitstop, develops into a fire. Boom! One barbecued driver.

High speed collisions are instantly terminal. The 3-D is at its greatest here – wheels almost seem to spin out of the screen. Keep an eye out for rain, complete with thunder and lightning effects, as this makes steering tricky – stop off at the pits for a change of tyres, and use puddles to keep the tyres cool.

Up to date and exciting. Well worth a spin!

► The transformed heroes are faced by an eyebrow-raising end of level creature

ALTERED BEAST

Sega

'Rise from your grave, and rescue my daughter', says the ethereal figure and what else can you (and a friend) do but oblige the worried chap? You must romp through five levels of very creepy locations in order to rescue the girl.

You control an Arnold Schwarzenegger-type hero, complete with loin cloth and sporting a punch that would probably floor the likes of Rocky Balboa. Get really violent, though, use one of your assorted (but limited) selection of special weapons.

As you stalk through the various locations (which include ruins, underground caves and swamps), you are attacked by animals and creatures that wouldn't look out of place in your worst nightmares. Snakes, headless skeletons, large blue blobs (!), and maniacal winged creatures vie with each other to bring about your demise. Killing the creatures reveals a spirit ball, with which you can 'power up'.

Collect enough spirit balls and you change *Knight Lore*-style (a stunning transformation that is probably one of the highlights of the game) into one of several beasts. These include a bear, a dragon and a wolf. In these guises your punch would fell a skyscraper and your special powers are damn near invincible. Battling your way through to the end of a level brings you face to face with a rather wizened old man.

Not much of a super baddie I hear you mutter, but, with an evil cackle and a puff of smoke, he changes into a vile creature who thinks nothing of throwing heads at you, or even a few eyeballs if you're unlucky. Suffice to say all of the super baddies are mean dudes and need many hits to destroy them. Once they are defeated, the vile creature's dying curse is that your super powers be stripped from you, so you enter the next stage as puny as you were when you first bunged in your 10p's.

Despite the fact that *Altered Beast* is a fairly run of the mill 'rescue the fair maiden' type of game, the nifty graphics and the old 'I wonder what kind of nasty surprises are waiting on the next level?' sort of feeling make for compelling gameplay. Look out for it in your local arcade over the next few weeks, it's worth playing just to see the character-transformation scene.

AFTERBURNER

Sega

If fast action is what you're seeking then look no further than *Afterburner* – the game's main appeal lies in its exhilarating speed, perhaps a bit too fast! The attractive detail of the ground features is difficult to see as they zip past at an alarming rate – there's just no time to admire pretty graphics when you're bombing along with the afterburner in full use.

Progress is made very difficult by the sensitive nature of the controls – the plane goes into a roll at the slightest movement – so gameplay mainly involves veering left and right, whilst blasting like mad at the enemy planes and tanks. Luckily your plane is equipped with some deadly weapons, including a host of different missiles plus a useful cannon. Extra fuel and weapons can be obtained by landing at friendly airbases, and are essential for success in this challenging shoot-'em-up. The high level of difficulty is a bit off-putting, especially when it can cost up to £1 a go (a bit steep ain't it, John?) in the hydraulic cabinet. For those who don't like being buffeted about, non-hydraulic cabinet and stand-up versions exist (and shouldn't cost quite as much).

Sadly, *Afterburner* relies too much on its sheer pace of gameplay and impressive graphics, but less on actual content. Worth playing at least once for a hair-raising experience (saves on gel, Dom!).

► US Gold's Richard Tidsall gets a bit confused and jumps in *Afterburner* (soon to come from Activision).Can't you handle a chopper, Richard?

THUNDERBLADE

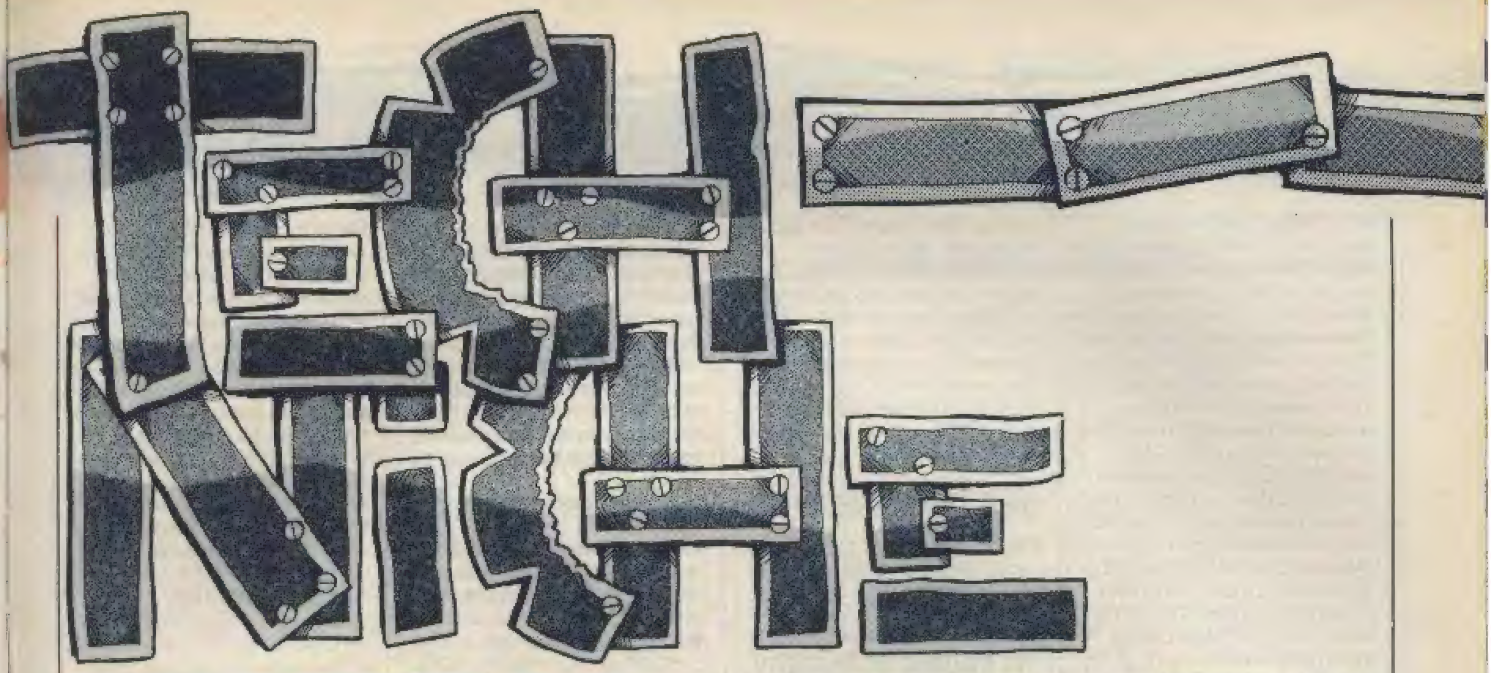
Sega

After catching your breath from zooming around in *Afterburner*, jump on the latest helicopter sim, *Thunderblade*, again by Sega. The player sits in an elevated, swivelling seat and uses a massive joystick to control the chopper as it hovers and thrusts through the two types of 3-D landscape. As with *Afterburner*, control is a major problem in *Thunderblade* – the huge joystick is very sluggish and totally unsuitable for the frenetic nature of the high-speed action. If it wasn't for this anomaly, the game would be very playable indeed. Basically a single point perspective 3-D shoot-'em-up, *Thunderblade* features some attractive layered graphics. Weaving through the well-defined buildings and trees creates a real feeling of tension – one tiny mistake and the helicopter is sent crashing into the ground. The game also contains vertically-scrolling sections for added variety, including those over city streets and a deep blue sea. Overall it's such a pity that the awkward controls spoil the fun to a great extent. Nevertheless, if you can master the realistic flying method (perhaps you're a pilot), there's plenty of enjoyment to keep you piling in the coins. More of a challenge than *Afterburner*, and also more convertible to home computer formats.

► OK, no more chopper jokes! Have a look in this month's Previews for details of the Spectrum version of *Thunderblade* from US Gold

The home computer version is great and the coin-op is still popular in the arcades. Frantic action and uncomplicated gameplay keep *Roadblasters* among the most addictive arcade racing games.

Many thanks to Noel at the Oasis Arcade in Blackpool. For without his help you'd have had four blank pages. Cheers, Noel. And you all know which arcade to play in when you go to Blackpool, don't you?



MUSICAL CHORES

In true Bates Motel style, JON BATES becomes a multitasking person(ality). He's got all that readers' post to deal with, plus an indepth (deeper than the swamp) review of the TX81ZX tone module and its voicing program. It's a hard life, Jon!

FOR SOMETIME now the *Yamaha* FB01 tone module has been – along with the *Casio* CZ101 – the favourite budget approach to sound creation from a Spectrum. Regular readers will no doubt have noticed that we have had plenty of correspondence and programs for both. Just over a year ago *Yamaha* launched a new module, the TX81Z, which certainly outshone the FB01 in many areas, notably its ability to use a different waveform for one of the operators. I will go into more detail . . . (Good – Ed.)

Usually FM sound generation uses pure and simple sine waves, modulated together to combine and interact to form very complex wave forms and hence quite rich sounds. However, one of its downfalls was that the sounds could lack a certain richness that was found on analogue and certain other types of sounds synthesis.

The DX7 used six operators which gave the programmer some room to manoeuvre because the more operators you use for creating sound, the richer the sound. The FB01 and all the other synths from *Yamaha* used four operators. One way round the problem would be to have one of the operators capable of generating other wave forms besides sine. This would give a much wider variety to the sounds created from even only four operators. This is exactly what happened with the TX81Z and its subsequent keyboard follow-up, the touch sensitive DX11. Not only has it those attributes but Yamaha also followed an idea through from the FB01 and the DX21 and put in Performance Memories: that is user-selected and set combinations of voices that are tailored for individual needs – split or layered sounds plus chorus and detune effects with set pitch bend and MIDI peripherals all set up.

This is a very basic outline of the TX81Z which has 32 internal voices in banks, A, B, C, D plus 32 performance memories. It will also accept DX100 voices via the cassette dump and load interface, as well as the usual MIDI dump facilities. It is, of course, touch and after-touch responsive and has a fine set of voices with it when purchased; thanks to the aforementioned different wave forms, the voices are much richer in character and timbre.

Since the TX81Z has now been around long enough for shops to offer discounts and the secondhand market to build up, there has been a growing need for voice programming software for it. The cost should be about £375 new and approximately £250 secondhand.

THINK TWICE

Many of your letters mention the fact that you have got or are thinking of getting one of these tone modules to add to your set-up. A TX81Z plus a touch sensitive keyboard would indeed be a good deal. However, I would recommend that if you were thinking of buying them separately you might consider giving the keyboard version, the DX11, a look over as it comes complete with touch sensitive keyboard and can also be programmed from TX81Z software as well as accepting the DX100 voices.

This fact has not escaped our friends down at *Quasar*, neither has it passed **Martin White** – he of the FB01 and DX21 programs – who popped into the Motel recently. I will avoid making a tit-for-tat comparison as they are not always straightforward. However, I would point out that

'It's a great advantage to have all the graphs displayed onscreen'

Quasar are prepared to make their program run on any interface and disk drive, and Martin's is specifically designed for the XRI interface.

The *Quasar* program follows the same format as their other programs. There is one main screen in which all the peripherals of the sounds are displayed. They are graphically shown in either bar or line graph form. Each area is made active by moving a yellow cursor around the screen till it rests on the specific area you want. It's a great advantage to have all the graphs displayed on one screen, you can see what each operator is doing. Many of the 16-bit well-expensive programs do not have this feature; you are forced to flip from operator to operator, although you might get a dotted line tracer of what is happening with the other operators it is certainly not as efficient as this screen design. Indeed the only problem is that, unlike the super expensive programs, you can't pull the graphs around with a cursor or mouse. That aside, it is very easy to work with and at £9.95 it's a bargain. It has the library and bank facilities found on the other voicing programs and this means that you can send to and from the module in either single or bank mode. You can also load up to 128 voices into the library and pick them out for editing, or pull a single voice from the synth directly to the editing page. All these are accessed with a rotating tumbler effect that appears at the bottom of the screen.

Martin White's program uses a similar format to his other programs in that all the parameters are displayed in numerical form on the screen in lists. Scoot the cursor around the screen and increase or decrease each peripheral at will. This will set you back £24.99 and I have to say that it could do with more graphics to make the program a little more user-friendly.

Nevertheless it's a very efficient program. I'm sure that it won't be the last of voicing programs for the TX81Z by any means.

DESPERATE MEASURES

By a happy coincidence, here is a guest who has a TX81XZ and a *Music Machine*. **Roger Mephan** from London is *desperate* to try and write a simple editing package for the two and wants to know how to go about sending ▶

MIDI codes from the *Music Machine* to the module and back again. For real inside dope on the ports used on the *Music Machine* you'd best contact the **Ramm User Club**, but my own thoughts are that for the outlay on the *Quasar* program you might save yourself a fair amount of hassle and also give yourself a flying start. The specific MIDI codes are given in the TX81Z user manual and if you really want to get into MIDI then either prowl around the music section of your local library or hit the music shop with reasonable requests for literature on MIDI – books on this topic have become quite an industry in themselves.

Roger is also annoyed that he can't hook up his Casio MIDI Guitar with the tone module AND the *Music Machine* to get both sequences and real-time performance playing merrily away.

Well, it should work via the THRU port of the *Music Machine* but if this does not work then try one of the inexpensive MIDI splitters from **Philip Rees**, mentioned many times before in these pages. He extols the virtues of his DG20 guitar and recommends the setup to all and sundry. Finally, Roger would like some device that would give him pitch change somewhere along the line plus other control commands. There are two solutions. Firstly, you get a mother keyboard (assuming you have at least a one-fingered keyboard technique) that will do this for you, as in the larger ones from *Cheetah*, or you look out for a *Yamaha* MEP4 MIDI workstation device that will set you back just under £200 and will perform all these tricks for you.

GREEDY, GREEDY!

It would be possible to code it as an additional program on top of the *Music Machine*'s but I fear you may well use up memory area that is needed for the samples. The alternative is to purchase one of the dedicated sequencer packages for the *Music Machine* and insert the patch changes in the sequencing routine, though this won't help with the bending. I would try and avoid putting pitch bend into the sequence itself, as it is very greedy with memory space – a couple of lengthy pitch bends and several K of memory are chewed up. Leave the bending for real time, I think.

'A couple of lengthy pitch bends and several K of memory are chewed up'

However you would need to have some method of placing the MEP4 bend wheel close to hand for using it along with the Casio.

Matt Burke from Sheffield has added to the simple sound sampler program listed in Issue 55. After sampling your sound, if you then enter into the program listing:

```
SAVE "SAMPLE" CODE 65408,65535 - 65408
```

and then save the file to tape you can use the sound saved in your own programs. Call it back in by typing:

```
RANDOMIZE USR 65408
```

Before I go and tidy up the cabins, please accept apologies if mother and myself have not replied to all your letters. Sometimes there just aren't enough hours in the day! And unless you would like to dive into the bottom of the swamp to retrieve your cassette then include an SAE so that all cassettes can be dutifully returned. More replies and reviews next month. Till then keep the letters flooding in to Batesy, The Bates Motel, CRASH, PO Box 10, LUDLOW, Shropshire SY8 1DB.

Top Tech Tipster IAN CULL picks up the CRASH Tech Niche column where Simon Goodwin left off. This month Ian takes a look at a Spectrum +3 disk management system, more Tech Tape tips and introduces a new section for +3 owners. Well Ian, good luck!

DICING WITH DISKS

Get your +3 disks in some sort of order

THE *DICE* (Disk Information Copier Editor) is a menu-driven program for the Spectrum +3 from **Kobrahsoft** (☎078-130-5244).

The program allows standard +3 DOS disks to be examined, altered and copied without requiring detailed knowledge of the way +3 DOS works. However, *DICE* cannot handle non-standard disks, so cannot be used to copy protected disks. The program can be run from +3 BASIC, loading at address 40000, which allows reasonably sized BASIC programs to co-exist. When RUN, the program gives a graphic display of the usage of the disk, and offers the menus **File**, **Disk**, **Copy** and **New**. The New option is used to 'log in' a new disk to be worked on.

The graphic display gives a clear indication of how full the disk is, and where the spaces are. A fragmented disk (where the spaces are in lots of little sections) can be easily seen and understood. Pressing F, for the File menu, gives a new display of the directory of the disk (in two halves). Deleted filenames are shown, and any file can be selected using the cursor keys. Files can also be erased or renamed easily using this menu.

Once a file has been selected, a new graphic display shows where the pieces of the file are stored on the disk. In addition, the file header (for a +3 DOS file format) can be read, giving information such as the program length and type. File attributes can be changed too (though this is unlikely to be useful to +3 owners). The file's contents can be viewed (128 bytes at a time) or the editor can be called up.

(What, what? Somebody mention me? – Ed.)

The most useful option here, however, is to recover an erased file. This is always a risky job, since the file's overwritten if further disk use has been made since the file was erased. *DICE* makes this job easy by reporting whether or not the file can be safely recovered. It may not always be possible for *DICE* to give a correct report (if, for example, a new file overwrote the old file's data, and was then itself deleted), so it is still advisable to check through the recovered file. *DICE* can also be used to check any more recent erased files, to investigate whether they were occupying disk space required by the now to be recovered file.

'It may not always be possible for *DICE* to give the correct report'

Pressing D from the main menu selects the Disk menu, which allows individual sectors on the disk to be displayed, and edited. Each sector is displayed in four 128-byte pages, and can be selected by track/sector, or by disk block. The sectors are displayed in hexadecimal, the character representation is also shown. An additional feature, when examining +3 Basic programs, is that the appropriate keyword, where appropriate, is shown on the screen as each byte of the sector is selected.

DICE can search the disk for specific information, entered byte by byte in decimal, hex or by character. Searching is very fast (less than a minute for all forty tracks) but can be aborted during the search. Any displayed sector can be altered, by calling up the editor. (Me again? – Ed.)

CALL UP THE ED

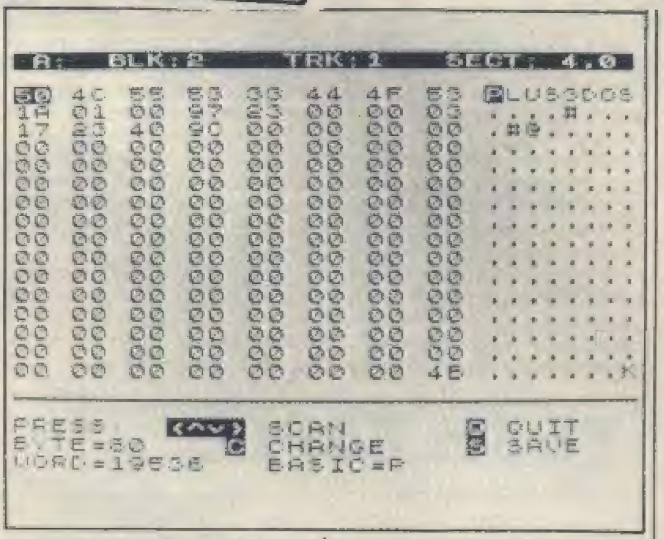
This allows a particular byte to be selected using the cursor keys, then changed. The new value can be entered numerically, or by typing the character. *DICE* will allow any sector to be changed (including the disk's boot sector), so should be used with care. However, changes to disk are not written unless confirmed by selecting the Save to disk option. One slight problem with the current version of *DICE* is that the documented way of exiting from entering new data by character (ie pressing ENTER) does not work. However, pressing a cursor key works fine.(?)

'A maximum of only three disk swaps is required to copy a full disk'

A useful extra facility of DICE is the Copy function, which (believe it or not) can be used to make copies of disks quickly. Information is read from disk into the extra banks of memory, so a maximum of only three disk swaps are required to copy a full disk (this is an improvement on even the *CP/M Diskkit* program). The copy also automatically compacts the disk, releasing all the free space to one block – which should improve disk access tremendously on a well-used (fragmented) disk. Such disks can result when lots of files of varying sizes are repeatedly SAVED and ERASED, as AMSDOS tries to make 'best' (but not fastest) use of the disk space. Other systems (such as the BBC DOS) avoid this by only using a disk space large enough for the whole file. But then little gaps are left all over the disk, which are wasted till the disk is COMPACTED.

The normal +3 COPY "A:" TO "B:" will not improve the situation, since it copies the disk identically, complete with the fragmented files in the same positions on the new disk. Copying each file individually will cure the problem, but it is very time consuming.

The *DICE* Copy will sort the disk automatically, since it does the equivalent of copying each file name by name, but without the tiresome disk changes. The improvement that can be made depends wholly on how your disks are used. If an early file is deleted and replaced by a larger file, then the new file is likely to be fragmented – the *DICE* graphic display of the file shows how.



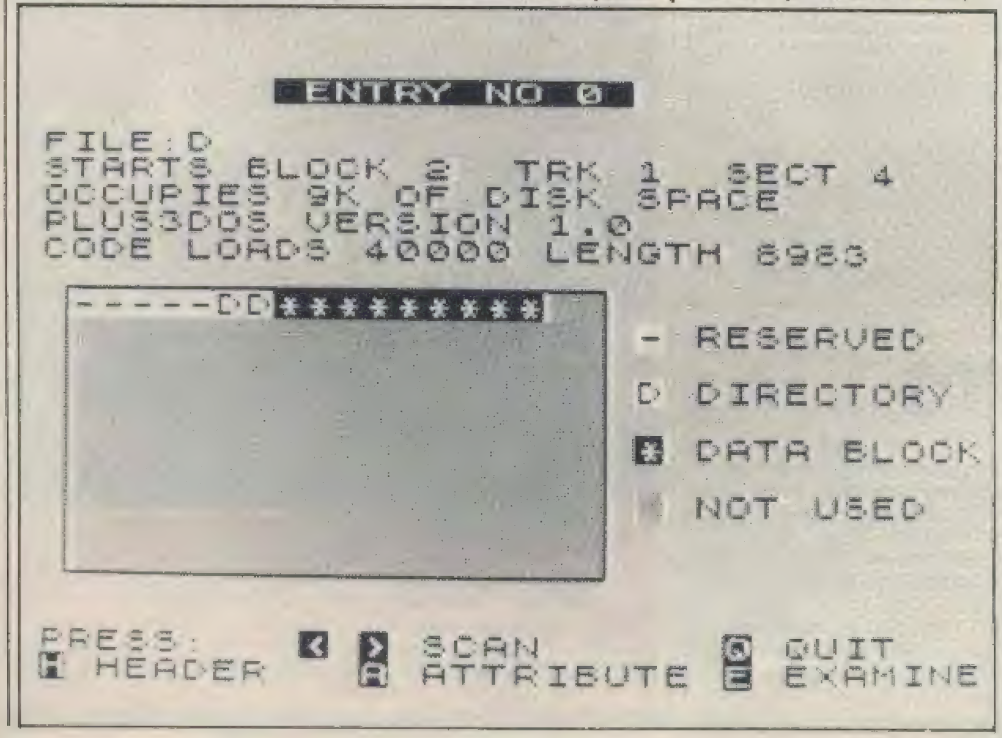
NO SILLY STUFF

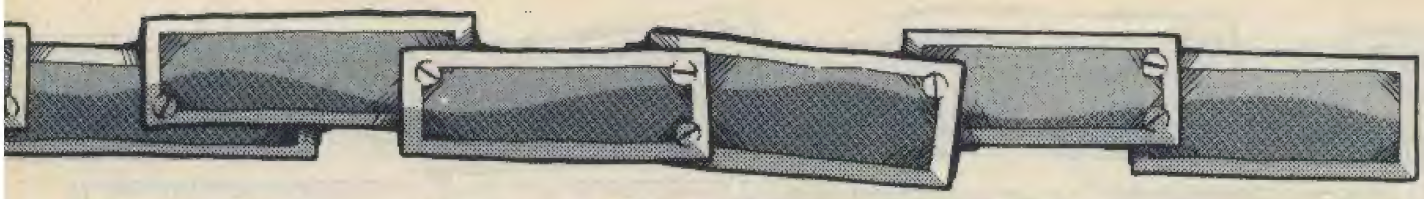
The *DICE* program is well written, and it is difficult to do 'silly' things. However, there is no

'Even an expert may find it worth reading the manual'

check that the correct disks are inserted when doing a Copy – so open the write protect tab on the source disk before you start! There is also no support for a printer; all displays are onscreen only. There also seems to be some difficulty in accessing the data on track zero of the disk (the boot sector). However, This may be an AMSDOS restriction rather than a *DICE* problem.

It is also unfortunate that any DOS error is shown only as a number, and not described. However, there is a list of errors in the manual (with very short descriptions). A full discussion of some of the errors, and how to cure them, would have been worth having, considering that the package is aimed at the non- ▶





expert +3 market.

Overall, the manual is extremely good, and worth reading by anyone wanting to know more about how +3 DOS uses disks. A very good appendix describes how the data is stored on the disk, including descriptions of the directory format. There is also a section detailing how to attempt to recover a file when part of it has been overwritten – it is suggested that this be done by 'grafting' a spare sector into the damaged part of the file, and an example is given to recover a BASIC program in this way. It would obviously be pointless to try to recover machine code files in this way!

The manual also has a menu map showing how each menu selects different functions – this is worth pinning up by your +3 for quick reference.

At £12.95, DICE is an excellent package for +3 owners who do not know everything about disks! Even an expert may find it worth reading the manual.

TECH TAPED

A NUMBER OF READERS have written in concerning the CRASH *Tech Tape*, available from CRASH Mail Order at £5.95.

Malcolm Goodwin (any relation of Simon N?) of Leeds sent in an improved turbo-loader/saver routine, which vastly increases the speed at which the code is set up ready for use. His installation program also prompts for the start address and length installation – this means that the values can only be set once, but this is normal when setting up pre-written code for a turbo-load. The loader itself is similar, still giving improvements of up to 50 percent.

Vincent Vity of Morecambe asks how to auto-run a turbo-loaded program. The answer is to save it (call the turbo-save routine) while the program is running, and save all the system variables as well (from address 23552 to the end of the program). Then, when the code is reloaded, the program will continue running from the instruction after the call to the save routine.

Mr Paulo of Portugal asks for details on *ZIP2*, the BASIC compiler on the tape. My best advice is to buy and try it. The compiler can handle most Spectrum BASIC instructions, but is limited to integer variables only (0-65535). Therefore, it cannot handle scientific functions, which need decimal numbers, or strings – though these could be simulated using PEEK and POKE functions.

David O'Rourke of Wallasey asks about the *Zip* BREAK program, for 'breaking into machine code'. This is described on Page 7 of the *Tech Tape* manual, but it can only be used to break into compiled *Zip* code, NOT for 'any' machine code. However, why not write all your code using *Zip* instead of your present assembler!

Mr K Cashmore of Radlett wants to help with his Timex 8056 printer and Interface One. Well, the *Tech Tape* has a screen copy routine for the 8056 printer, which may be worth looking at.

Mr Langley from BFPO 6, has a Tandy DMP130 for which he requires a screen dump program – any budding Tech Tipsters out there fancy a challenge?

If any other readers have comments, queries or improvements on the *Tech Tape*, please write in.

BYTE BITS

THE LATEST *Beta Basic* newsletter has arrived, once again containing useful hints for *Beta Basic* users (who better?). This month there is a listing for proportional text routine for the screen, and some fixes to *Beta Basic* for disk users.

Finally, I have received a copy of *IMBOS* for Microdrived Spectrums, from Companion (in Carlisle, ☎**0228-35208**). I shall review it in full next month, when my microdrives are up and running again! However, a quick glance shows such features as improved Microdrive command syntax, hexadecimal conversion functions, screen save/load to RAM, improved print formatting and built-in headerless tape load/save commands (ie, lots!).

+3 CORNER

I HAVE RECEIVED a number of letters already concerning the speed of the +3 disk drive when the command SAVE "DOS-ROM" CODE 0,16384 is typed in.

The times given by Simon Goodwin, of 18 seconds to save and 10 seconds to load, seem to be rather unusual. Most people writing in so far have save times of 11-13 seconds, and a loading time of 9-12 seconds – the average is 11.5 to save, and 10 to load.

Timings on my own +3 were 11.7 to save, and 10.3 to load. It would seem that most +3 disk drives are of about the same timing, with variations due to the timing methods used as much as to the drive's actual performance. The +3 drive is not especially fast compared with other computers, but it is certainly a great improvement on tapes (and more reliable than Microdrives).

Please continue to send in your timings, especially if they are wildly different from these. For comparison, **Julian Marshall** of Abingdon sent in his timings for a Disciple drive. In double density, a save took 7 seconds, and a load took just 1 second. In single density, these times are 14 and 1.5 seconds, respectively.

However, there is a simple way to improve ALL disk access times by about one third! For all those of you with the *Locomotive CP/M* package, try formatting a disk using DISCKIT, and doing the same timings on that disk. I timed a save at 6.7 seconds, and a load at 5.3 seconds. Similar increases are apparent when loading (*Multiface 3*) saved programs, so should be so for all disk access. The reason must be connected with the 'sector skew' used by AMSDOS. When the disk is set up to store information, each track is given a sector number. When data is saved or loaded, the sectors are accessed in numerical order. The problem occurs if consecutively numbered sectors are too close to each other on the disk. By the time the program is ready to write the next sector, the disk has already moved past it – a whole rotation must occur before the data can be written. By staggering the position of each sector (or 'skewing' it), access to each sector is likely to be more successful. This is, I assume, why the *CP/M* format is quicker. I will investigate further and report soon.

John Heggerty of Telford describes a problem he had experienced, where a full 64 files on one side of the disk stopped him being able to store anything on the other side. I have tried this, John, and not had any problem – are you sure that you remembered to turn the disk over! Seriously, though, has anyone else encountered a similar problem? There does not seem to be a logical explanation, unless it is a(nother) (now cured) bug in AMSDOS. What version number is displayed when the test routine is called up? Press and hold BREAK then reset the +3, then press QAZ and PLM together.

Mr K Mann of Woking asks where he can get hold of Locomotive's *CP/M +3*. The answer is almost anywhere, by mail order. My copy was bought from Microsnips in Wallasey. You could also try the CRASH Mail Order service!

Adrian Dixon of Barrow in Furness has trouble with his +3 Centronics printer, connected to a Silver Reed EX32. The only printout he gets is during the QAZPLM self-test, which gives the report 'Printer Busy Failed'. I have an Epson MX80 which works fine on my +3, so maybe there is an incompatibility with the Silver Reed. There are a number of special signals in the Centronics interface, not all of which the +3 supports. Can anyone throw any light on this problem?

Finally, has anyone yet got a second disk drive to run on the +3? I tried a standard Amstrad 6128, but although it worked correctly, it disabled the internal drive. So I still only had one working drive! If any company is considering producing an add-on +3 drive (perhaps a larger capacity one), then we'd all be very interested to hear from them.

Before I sign off, just a few lines to say that next month I'll try to review *IMBOS* and might even find time for a PC Show report. So till then, get all your helpful hints and technical queries in loads of little white envelopes and send them off to the following address. **Remember**, I handle so many problems (they're starting to call me Agony Uncle Ian) that it's impossible to give personal replies to your queries.

The all-important address is **Ian Cull, Tech Niche, CRASH PO BOX 10, LUDLOW, Shropshire SY8 1DB.**

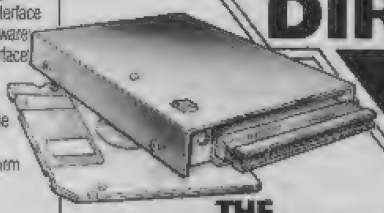
SUMMER SPECIAL - DEDUCT 5% FROM ALL PRICES FOR ORDERS PLACED BEFORE 31st AUGUST 1988.

DIRECT TO YOU FROM MGT DIRECT

THE PLUS D

£52.13
+ 15% VAT = £59.95

MGT's premier product. The disc interface that snapshots all your cassette software to disc in seconds. The printer interface that prints out ANY screen. Simple enough for a beginner, yet state of the art for the expert user. With all the Sinclair Interface 1 facilities and commands, the PLUS D will transform your 48K, 128K or +2 Spectrum.



THE DISCiPLE

£78.22
+ 15% VAT = £89.95

The PLUS D's big brother. All the same features, plus networking and joystick ports. Another brilliant MGT design!

MGT DISC DRIVES

3.5", 5.25", single or dual, for Spectrum, QL, BBC, Atari, PC - you name it, we sell it! Because you're buying direct from the manufacturer, you won't find better drives at a better price! Each drive has a built-in power supply and connection cable.

DISC DRIVE	EX-VAT	VAT INCL
3.5" Single drive	£ 86.91	£ 99.95
3.5" Dual drive	£165.17	£189.95
5.25" Single drive	£130.39	£149.95
5.25" Dual drive	£217.35	£249.95
3.5" & 5.25" Multi	£199.96	£229.95

Hobbyists! Call for prices on bare drives!

AMIGA AND ATARI DISC DRIVES

With the same features as our Spectrum disc drives, the 3.5" Amiga Drive also has a through port to allow daisy-chaining other drives. You know the quality, now look at the prices on our drives for Atari and Amiga.

	EX-VAT	W/VAT
3.5" DSDD	£ 86.91	£ 99.95
5.25" DSDD	£104.30	£119.95
Multi 3.5"/5.25" drive	£199.96	£229.95

ORIGINAL SPECTRUM COMPUTERS!

Need we say more?

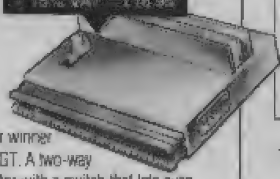
And look at our prices!

COMPUTER	EX-VAT	VAT INCL
48K+	£ 65.17	£ 74.95
128K	£ 73.87	£ 84.95
Plus 2	£104.30	£119.95

A full range of games and business software for spectrums available call or write for details!

THE TWOFACE

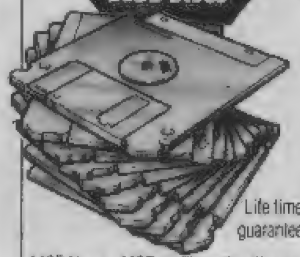
£14.74
+ 15% VAT = £16.95



Another winner from MGT. A two-way connector with a switch that lets even incompatible interfaces work together! The TwoFace also has a built-in joystick interface. Opus/Beta/Microdrive users can now transfer all files to PLUS D. The ultimate in Spectrum gadgetry!

NEW

MGT BRAND 3.5 DSDD DISCS



Life time guarantee

MGT Name - MGT quality, with a lifetime guarantee! Sold individually or in plastic boxes of 10 with labels.

	EX-VAT	W/VAT
1 Disc	£ 1.47	£ 1.69
10 Discs	£13.00	£14.95
20 Discs	£24.30	£27.95
30 Discs	£33.00	£37.95

CARDEX DESK TOP PUBLISHING

£32.87
+ 15% VAT = £37.80

Finally, real DTP for the Spectrum!! A word processor, graphics and page layout designer all in one and supplied on disc. "Worth every nickel you'll pay for them".. Your Sinclair.

NEW

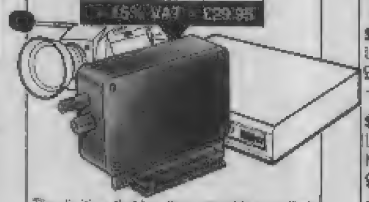
MGT SUPER SAVER PACKAGE

£121.70
+ 15% VAT = £139.95

The **PLUS D and a 3.5" DSDD Drive.** All you need to turn your Spectrum into a powerful, modern disc-based computer! Load 46K in 3.5 Seconds and 128K in just 10 seconds. "Best Buy" ... Your Sinclair. "Another Amstrad Crusher"... Crash.

THE VIDI-ZX DIGITISER

£26.04
+ 15% VAT = £29.95



The digitizer that has the competition on their knees! Capture images from any video camera or recorder and use the PLUS D to store them to disc for editing later with the Animator1. Has shading, high resolution and no distortion.

THE PICK-POKE-IT

£13.00
+ 15% VAT = £14.95

The hacker's dream software. Break into any game and list the memory in Hex, Decimal, Ascii, or disassemble it instantly. All the PLUS D's snapshot features fully supported. Type in all the magazine pokes and even customise your own games.

NEW

PRINTERS

from **£121.70**
+ 15% VAT = £139.95

Printers to suit every pocket and every computer! Free connection cable with every printer sold. LC-10 colour printers with MGT's unique software for Plus D colour screen dumps. The brilliant budget **CITIZEN** 120D
£121.70 + VAT £139.95

STAR LC-10 Colour
£243.43
+VAT £279.95

STAR LC-10 Mono
£208.65
+VAT £239.95

POSTAGE CHARGES

Ordinary post	£2.00
With disc drive or printer	£4.50
Express next day delivery	£12.00

MGT DIRECT

We sell MGT products direct to you because we know our products best! MGT offers: ■ Expert pre-sale guidance ■ After sales hotline support ■ A 1 year guarantee on all products. ■ Our no-quibble guarantee.

Try us and see!

THE MGT GUARANTEE

1 year full guarantee on all our products. Simple repairs procedure - you send, we fix! No-quibble full cash refund on hardware if you're not satisfied within 14 days!

Please send me further information on **MGT** products

Name

Address

Tel

MGT DIRECT
Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea SA7 9EH, U.K. Telephone (0792) 791100

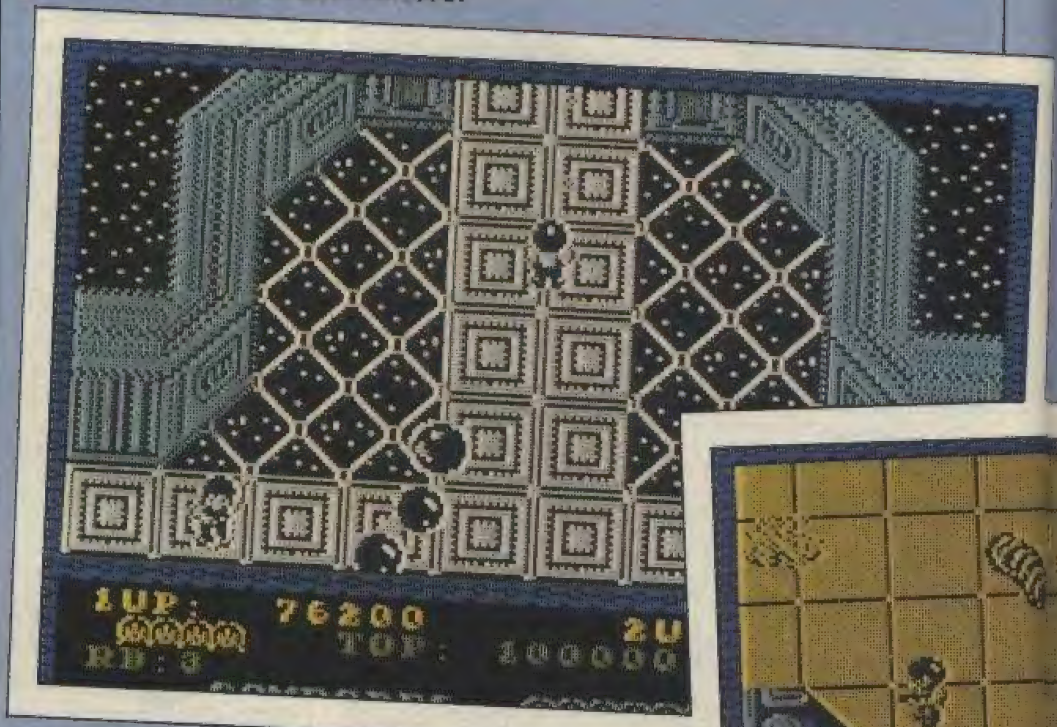
MGT MILES GORDON TECHNOLOGY

MILES GORDON TECHNOLOGY Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea. SA7 9EH. U.K. Telephone (0792) 791100.

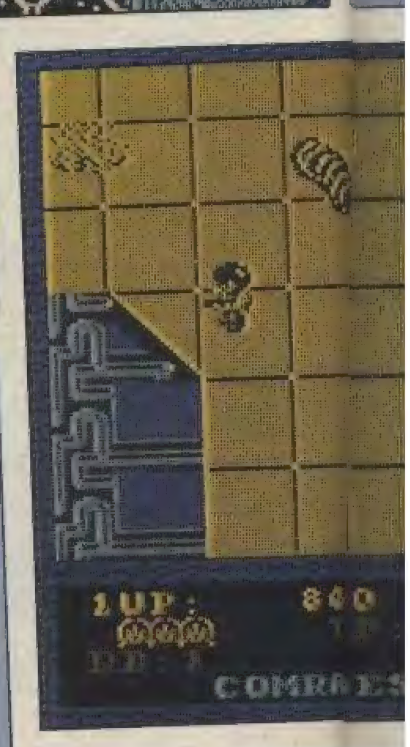
Producer **ACE**
Out of pocket **£8.99 cass**
£14.99 disk
Author **Pamela Roberts, graphics by Jack Wilkes and Mike Marchant**

ALIEN SYNDROME

● *Attack of the mutant editors!*



▲ Beware the killer discs, or are they James Brown records?



Brave (and very modest) hero that you are, you have been sent to rescue ten comrades being held in a genetics lab by nasty organic mutations (who, I must admit, look remarkably like our beloved Ed after a heavy evening getting as newt-happy).

Licensed from the Sega original, *Alien Syndrome* is an ichor- (alien for blood) spattered romp through a *Gauntlet* style 'shoot first and ask questions later' game, brought to you by Softek International's new software label, Ace. And it is a surprisingly attractive conversion of the popular coin-op, which more than lives up to expectations.

You can choose to play Ricky or Mary, two veteran alien busters with a loathing for anything slimy. So alone, or with a friend's help, you set about pulverising the bug-eyed hordes.

The time bomb set, your search begins. Your basic shot blaster is fairly effective, but doesn't quite have the spatter effect required. Searching the complex reveals weapons bays, and touching them arms you with weapons to make Rambo proud. There are lasers, bombs, flame-throwers, fire balls, and a handy little device called an option.

Option is a small robot who follows you around and protects your rump – though care must be taken when in two-player mode because both players can kill each other, and the most annoying thing is to follow a player with an option blasting away at all and sundry.

Graphically *Alien Syndrome* is effective, with the daring duo (this game is best played with a friend, although my 'friend' Phil King kept shooting my character when I played doubles with him) rampaging around, trying to stop the ghastly (and I do mean that in the nicest sense) aliens from practising some (usually all) of their antisocial activities.

One thing that does put me off play a little is the slightly jerky screen scrolling, but once into the game, too much is happening to worry about this.

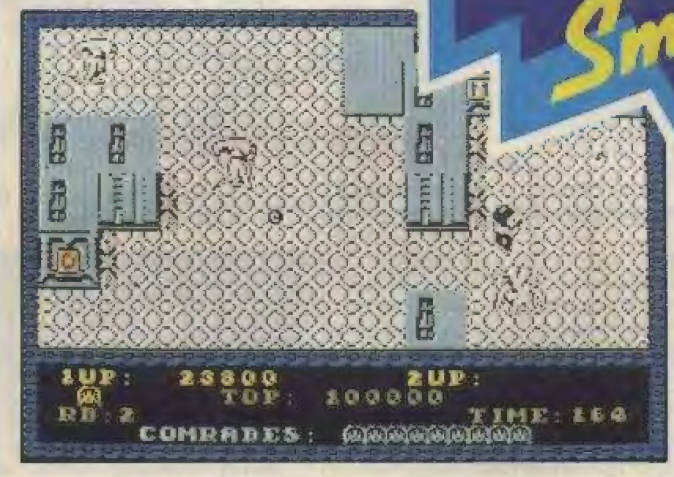
Once all ten hostages are freed (usually with much reference to the radar maps found scattered around the complex), you must make a beeline for the exit. You're only given a short time to achieve this goal, so speed is of the essence.

Here you are faced with a large monster to be destroyed within a time limit, and as the weapon used to free your comrades is transferred to this screen, it's best to collect the most powerful one available.

Once this is completed it's onto the next meanie-filled screen to blast the heck out of those vile green refugees from a science fiction movie. *Alien Syndrome* is a very playable addition to the ageing 'if it moves, blast it' game. Nothing new, but what the hell, I like it.

MARK 90%

A CRASH Smash



PHIL Although *Alien Syndrome* has lost much colour in its conversion to the Spectrum, it loses nothing in gameplay. The graphics are cute and quite varied.

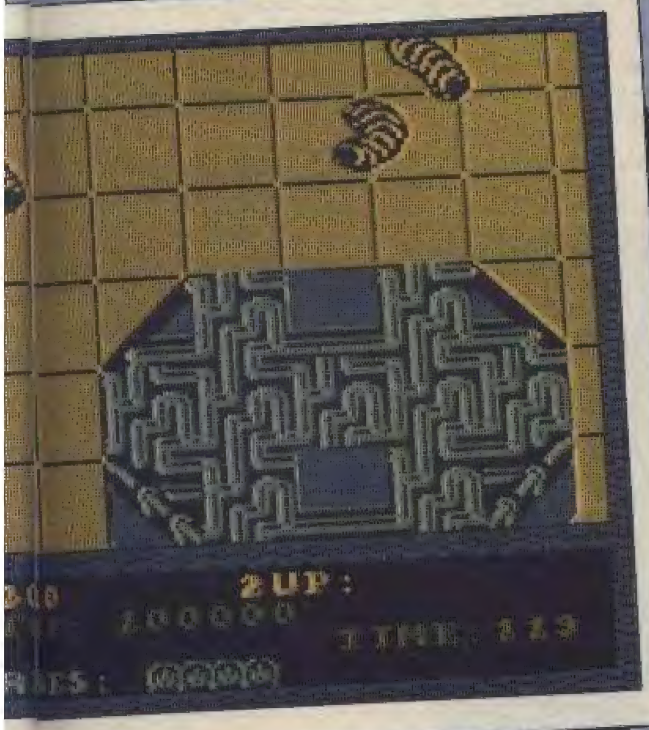
The massive alien at the end of each level is well-drawn and its animation is surprisingly smooth as it spews forth red gunge at you (which Nick mistook for Cherry Coke . . .). Unfortunately 128K owners get no extra music because 48K BASIC must be selected to load the program. Nevertheless, the existing sound FX are atmospheric enough without the need for snazzy title tunes.

What really makes *Alien Syndrome* so playable is its concept. Shooting squirming aliens is satisfying, and the half-screen scrolling makes progress more difficult than on the coin-op, as you never know what lurks ahead.

Whereas the one-player game involves frantic blasting, with two players more care must be taken to avoid shooting your colleague (clumsy Caswell should watch where he's firing his bullets!).

90%

◀ Watch out, there are aliens about



DAMN AND BLAST IT!

- The best weapon for destroying aliens while you collect scientists is the flame-thrower, but once you have collected them all, change to the laser for the mutant.
- Don't go mad! Just take it easy and don't rush around – you'll probably run straight into an alien.
- Don't bother with the maps as they waste time. Just follow the wall around and remember that the exit is at the top.
- When on the screen with the mutant, don't bother with the fire he throws out – just keep moving and it will eventually disappear.
- Once you've got the mutant down to just his head, shoot at it when it's still and move up or down as soon as it comes towards you.
- When fighting the second large alien, keep moving to avoid its bombs.

Not having played the arcade machine, I can't comment on how faithful the Spectrum conversion is, but it's a great shoot-'em-up nevertheless.

The graphics are simple but clear with the best being on the grotesque mutants between levels. Having male and female characters may stop sexist remarks, and as they both have equal abilities it doesn't really make much difference which you choose.

The game gets really going once past the first level, the aliens all change and the gameplay gets faster. You'll need to be quick with your fire button to survive *Alien Syndrome*, but it's well worth the sore fingers! **NICK**

90%

THE ESSENTIALS

Joysticks: Kempston, Sinclair, Cursor
Graphics: mostly monochromatic sprites, apart from the grotesque large aliens
Sound: limited to simple blasting effects
Options: simultaneous two-player option
General rating: all the gory gameplay from the coin-op has been maintained in this addictive conversion

Presentation	87%
Graphics	85%
Playability	86%
Addictive qualities	88%
OVERALL	**90%**

Cybernoid II

● *Smelt nurdy aliens and blast their weapons into smoking piles*

Producer **Hewson**
Lost Treasure **£7.95 cass**
Author **Raffaele Cecco, graphics by Hugh Binns**

When Nick Roberts was told there was going to be a sequel to his favourite thing in life (after banana and mushroom pizzas), he was delighted. Now, hard-working Raf Cecco's *Cybernoid II* is here at last, but how does it measure up?

Well, at first sight it's very similar to the original with similar pirate ships and backdrops. In fact, the status panel is identical to the one in *Cybernoid*. The 'fighting machine' itself appears slightly bulkier, ready for the highly dangerous mission awaiting it.

As in the original, the Cybernoid craft explores a host of alien-inhabited screens, trying to recover as much treasure as possible by shooting pirate ships and collecting their cargoes. Apart from a laser gun, the Cybernoid is equipped with 7 extra weapons. One change from the original is the replacement of mines with exploding time bombs. However, the only difference here is that the time bombs are detonated after a few seconds rather than on contact with the enemy

▲ You've reached the end of the level, but have you collected enough treasure?

But some extra features do exist, such as the positively huge gun emplacements and even more huge grotesque heads spitting bombs. There are also two maces (one in the form of a miniature Cybernoid) to collect instead of the prequel's one. Another addition is the inclusion of horizontal lifts as well as vertical ones.

▲ The pirates are determined to stop Cameron getting to that end of level platform

▲ Which weapon can I use to get through this?

CYBERGESTIONS TOO

- If there's a large gun-type object on the screen throwing bullets at you, take cover behind a piece of border and use seekers on it. Get ready for the alien – it spurts out when it dies.
- You have to collect over 1,500 points of treasure, so if you find a screen that has no land guns and loads of aliens, fire like hell and collect all the points.
- To get past the horizontal moving circles it's best to drop down on them just as the first one goes by. Once you're in between, just move with them until you can get out the other side.
- The best weapons for enemy-filled screens are the bouncing bombs, so select them if you don't know what's on the next screen.

The main ship has doubled its width – which unfortunately makes it look clumsy and unattractive, but to make up for this there are animated aliens, three new weapons and more colour than Playing Tips (surely not?). The scenario of the game's exactly that of the original, but with a new tune playing all through the game, four levels and even a new cheat mode, there's plenty more Cybernoid fun to get stuck in to.

NICK 88%

Nevertheless, I can't help feeling that this is essentially just *Cybernoid* with different graphics – it's such a pity it's not different enough to be outstanding in its own right. Having said that, it retains the massive playability of its predecessor, and boasts some new catchy in-game music. *Cybernoid II* is a well-presented follow-up which derives rather too much from the classic original.

PHIL 87%

MARK **it may be my imagination – considering the game is very similar to its daddy – but the play seems harder than before (and it was tough enough then). The vicious security systems are as beautifully drawn and animated as ever, and all spit lethal bullets at a frightening rate. I can assure you that on the first few games lives will be lost with extreme rapidity. Sound on the 128K version is also as good as before. Although it looks a little too much like its predecessor, *Cybernoid II* is a worthy successor.**

90%

THE ESSENTIALS

Joysticks: Kempston, Sinclair, Cursor
Graphics: a slightly bulkier Cybernoid and some massive enemy installations; everything appears chunkier than in the original *Cybernoid*
Sound: a catchy in-game 128K tune and atmospheric effects
Options: definable keys. Music can be turned off
General rating: not as stunning second time round, but still maintains the original's playability

Presentation	87%
Graphics	89%
Playability	87%
Addictive qualities	85%
OVERALL	**88%**

1943

Producer **Capcom**
Out of pocket **£8.99 cass**
£12.99 disk

● *Chocks away!*

Time moves more slowly in softwarespace – it's almost two years after *1942*, yet we've only just reached *1943*. The former game (Issue 33, 63%) appeared on the Elite label, Capcom, producers of *Bionic Commando* and *Street Fighter*, now bring you the sequel as unsurprising as its title.

The war in the Pacific Ocean is really hotting up, a message comes through that the Japanese battle fleet, including the Battleship Yamoto is in the vicinity of the Midway Islands. The order is given: destroy the Yamoto at all costs.

So a lone P38 fighter is prepared, now all it needs is a pilot. As you were Top Gun at the academy, and read all of those Biggles books in your youth, you volunteer.

You can't blame the Japs (who haven't got into arcade games yet) if they want to stop you from sinking their lovely new battleship, and so you're not startled when they throw every weapon at their command at your airplane.

The P38 is armed with standard machine guns, but by destroying certain of the enemy planes that attack you in droves, icons are revealed. Shoot the icons to select one of the six super weapons with which you can kick some yellow backside, or the POW icon which increases your energy levels. Such luxuries the guys would have loved, back in '43!

Run over the chosen icon to access it, but beware, although bullets for the standard weapon are unlimited, a super weapon only lasts for a short while. You only have one life, represented by the energy bar in the status panel. As the variety of enemy fighters, bombers and ships try to zap you, the energy level drops. Collecting POW icons replenishes it, but trying not to get hit by too much flak in the first place is probably the best way to keep energy intact, because if the level drops to zero, it's a long swim back to shore.

Once all the defences have either been dodged or blown to dross, Yamoto can be faced, and I warn you, it's one tough tomato.

I am not impressed with *1943*'s graphics. The sprites are nicely drawn and indeed animated, but the choice of the blue monochromatic colour scheme makes the whole presentation look bland. The sea looks more like a snow field than the middle of the steamy Pacific Ocean.

The game's content held my attention little better. I've never been very fond of these 'Biggles'-ish games, and sadly *1943* has not changed my feelings . . . dakka, dakka, whee, boom, splosh, over and over again.

MARK 51%

NICK **If you thought that *1942* from Elite was bad, you haven't played the year that comes next. The planes are detailed and so are the backgrounds they fly over – great, you can't see what's going on half the time in the colour-clashless blue! And the sound is just a blip when you fire.**

Decreasing power as a game element is all very well, but as this can always be topped up, it's almost impossible to die unless you are completely hopeless at shoot-'em-ups. I wasn't very pleased with this coming from Capcom, after all, they did the great *Bionic Commandos* didn't they?

41%

SQUASHING YAMOTOES

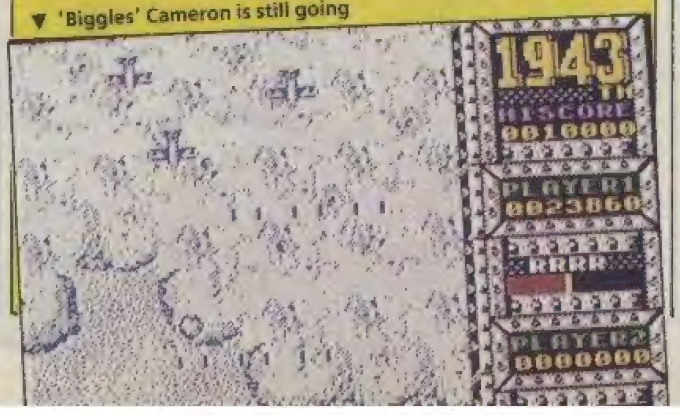
- **Move round the screen in a figure of eight, firing like mad.**
- **Pick up the power symbols to increase your firepower.**
- **Save the smart bombs for the large planes.**
- **Only use a roll when in deep trouble.**

Oh no, it's *1942* all over again! If there was ever a game which required the brainpower of a peanut to play, this is it. There's just nothing to it – all you do is blast the enemy planes to smithereens. OK, so you can collect extra firepower, but this only serves to fill the screen with a hail of bullets.

You can even collect two planes to fly by your side, making you virtually invincible as you can fill up about half the width of the screen with bullets. The only real hindrance to progress is the off-putting, dazzling white and blue background. When flying over an area of blue, it's almost impossible to see enemy bullets. *1943* is just not up to scratch – there are so many better shoot-'em-ups around.

PHIL 47%

▼ 'Biggles' Cameron is still going



THE ESSENTIALS

Joysticks: Kempston, Sinclair, Cursor
Graphics: monochromatic planes on a dazzling background
Sound: what there is isn't very impressive
Options: definable keys
General rating: a poor sequel to the equally dull *1942*

Presentation	49%
Graphics	55%
Playability	45%
Addictive qualities	41%
OVERALL	**46%**

DATEL ELECTRONICS

GENIUS MOUSE 48/128/+2/3

- Now a top quality mouse system at a realistic price.
- Two button action.
- Full optical operation for superb accuracy.
- Comes complete with interface – just plug in and go!
- Compatible with Artist II (see offer)

ONLY £39.99 COMPLETE

ROBOTEK

- Robotics & model control made easy on Spectrum.
- 4 independently controllable outputs for relays, models, lights etc.
- 8 independent inputs for sensing etc.
- This is the product that the top publication "Make and program your own robots" was based upon.
- Comes complete with cables.
- Easy to use.

ONLY £29.99

16K RAMPACKS FOR ZX81

- Brand new guaranteed Sinclair product
- Simply plug in for 16K!
- Limited amounts at these prices.
- Send now.

ONLY £5.99

EXTENSION CABLE

- Distance peripherals from your computer.
- 56 way.
- 6" extension.
- Top quality connections.

ONLY £8.99

TWO WAY EXTENSION

- Allows two peripherals to be connected together (memory conflicts allowing).
- 6" long. 56 way.
- Top quality connections.

ONLY £10.99

+2 JOYSTICK ADAPTOR LEAD

- Allows standard 9 pin joysticks (Quickshot II/ Turbo etc.) to be used on +2/+3 computers.
- Supports rapid fire models.

ONLY £2.99

+ 3 CASSETTE ADAPTOR LEAD

- Now you can connect your +3 to a cassette recorder.
- 2 ft. long.

ONLY £3.49

ARTIST II ILLUSTRATOR

- Top quality graphics package for Spectrum.
- Described by Sinclair User as "the best artist program – bar none".
- Superb quality multi feature.
- Pull down menus.
- Windows icon driven.
- Font and sprite designer.
- Zoom mode.
- Supports many printers.
- Flexible cut & paste.
- This package has too many features to list – it is safe to say it has them all!

Special Offer – Buy Artist II & Genius Mouse system for only

£49.99

Please state Spectrum model when ordering.

LIGHTWRITER

- Just plug in and draw circles, rectangles, squares & freehand drawing.
- Choose inks, papers, erase, fill etc.
- Save results into memory or tape.
- Animate screens from memory.
- Menu driven.
- Complete package includes lightpen & interface plus software.

ONLY £14.99

INTERPRINTER

- Connect fullsize Centronics printers to your Spectrum.
- Complete with printer cable.
- Microdrive compatible.
- Tasword 2 compatible.
- Hires screen dump (Epson).
- Easy to use.

ONLY £24.99

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER . . . .

BY PHONE	BY POST	FAX
0782 744707 24 hr Credit Card Line	Send cheques/POs made payable to 'Datel Electronics'	0782 744292 UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £3

DATEL ELECTRONICS

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE, GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY	TECHNICAL ONLY
0782 744707	0782 744324

DATEL ELECTRONICS

NEW QUICKSHOT TURBO

- Complete with interface – plugs straight into Spectrum (all models).
- All the features of the best selling Quickshot II plus:
- Microswitch action for even longer life.
- Extra rigged construction.
- Superb styling.

ONLY £17.99 COMPLETE

GAMES ACE

- Joystick interface & sound booster.
- Accepts any 9 pin joystick for maximum compatibility (Kempston system).
- Plus – delivers sound from games through TV speaker (fully controllable).

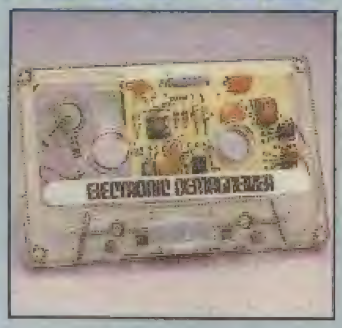
ONLY £10.99

Complete with Quickshot II

£17.99

or complete with Quickshot Turbo

£21.99



DEMAGNETISER/ CLEANING KIT

- Loading problems? This could be due to tape heads needing maintenance.
- This unique kit contains an electronic head demagnetiser and head cleaner.
- When heads need demagnetising they lose high frequency response which is vital for data transfer. This easy to use unit will demagnetise your tape head in seconds.
- Cleaning tape will keep heads in tip top condition – easy to use.
- Comes complete with battery to give upto 500 operations.
- LED indicator of operation.
- Useful for all tape decks around the home/car.

COMPLETE KIT £9.99

SNAPSHOT II

- Now you can backup your games to microdrive or tape.
- Simply press the button to "freeze" the program.
- Save to microdrive or tape.
- Special compacting techniques.
- Add pokes or peek program then restart.
- All backups restart from the point they were saved.
- Built in joystick interface (Kempston system).

£24.99 POST FREE

DUAL PORT JOYSTICK INTERFACE

- 2 Joystick ports – one Kempston type – one Cursor type.
- Accepts any 9 pin joystick including rapid fire types.
- Can also be used with two joysticks with games that allow simultaneous two player control.

ONLY £8.99

QUICKSHOT II

- The world's top selling joystick.
- Complete with interface.
- Plugs straight into Spectrum/Plus/+2 etc.
- Maximum compatibility (Kempston system).
- Auto fire/rapid fire.
- Stabilising suction cups.
- Top & trigger fire buttons.
- Complete – no more to buy.

ONLY £13.99

ROBOTARM – Full Function with 5 Axis movement

- Explore the fascinating science of Robotics with this fantastic full feature Robot Arm.
- Human like dexterity – with 5 axis of movement it is so versatile it can manipulate and pick up any object as small as a paper cup or as big as a tennis ball.
- Easily controlled using 2 joysticks (any 9 pin type) or connected to your Spectrum with our special Interface/Software to give Computer/ Robotic control. (See Interface offer).
- Comes with complete range of accessories including: Standard Grip Jaws to mimic finger type grip; Magnetic Finger Adaptor with release mechanism; Shovel Attachment for materials handling; 4 Stabilising Legs for heavier lifting jobs.
- Uses 4 HP2 batteries (not supplied) to power motor movement.
- Self contained ready to use (except batts/ joysticks).

ONLY £49.99

INTERFACE OFFER

- Unique Interface/Software package to allow you to interface and control the Robotarm with your Spectrum.
- Train mode allows you to store and then repeat arm movement sequences.
- Computer and Robotic control is a major subject in schools and colleges – this is a unique introduction.
- Very easy to use.
- This interface is not needed to be able to use Robotarm but it makes possible interfacing the the Robotarm/Computer.

ONLY £19.99

Producer:Firebird
Terran Credits £ 7.95 cass
Author Brathgold

INTENSITY

Frenzied arcade action without any bullets!

Well presented, detailed graphics and animation, excellent sound effects and fun to play. That's *Intensity*. What more can I say? (quite a bit if you want to get payed this month – Ed). Oh OK, *Intensity* is one of those games that's so simple it's brilliant.

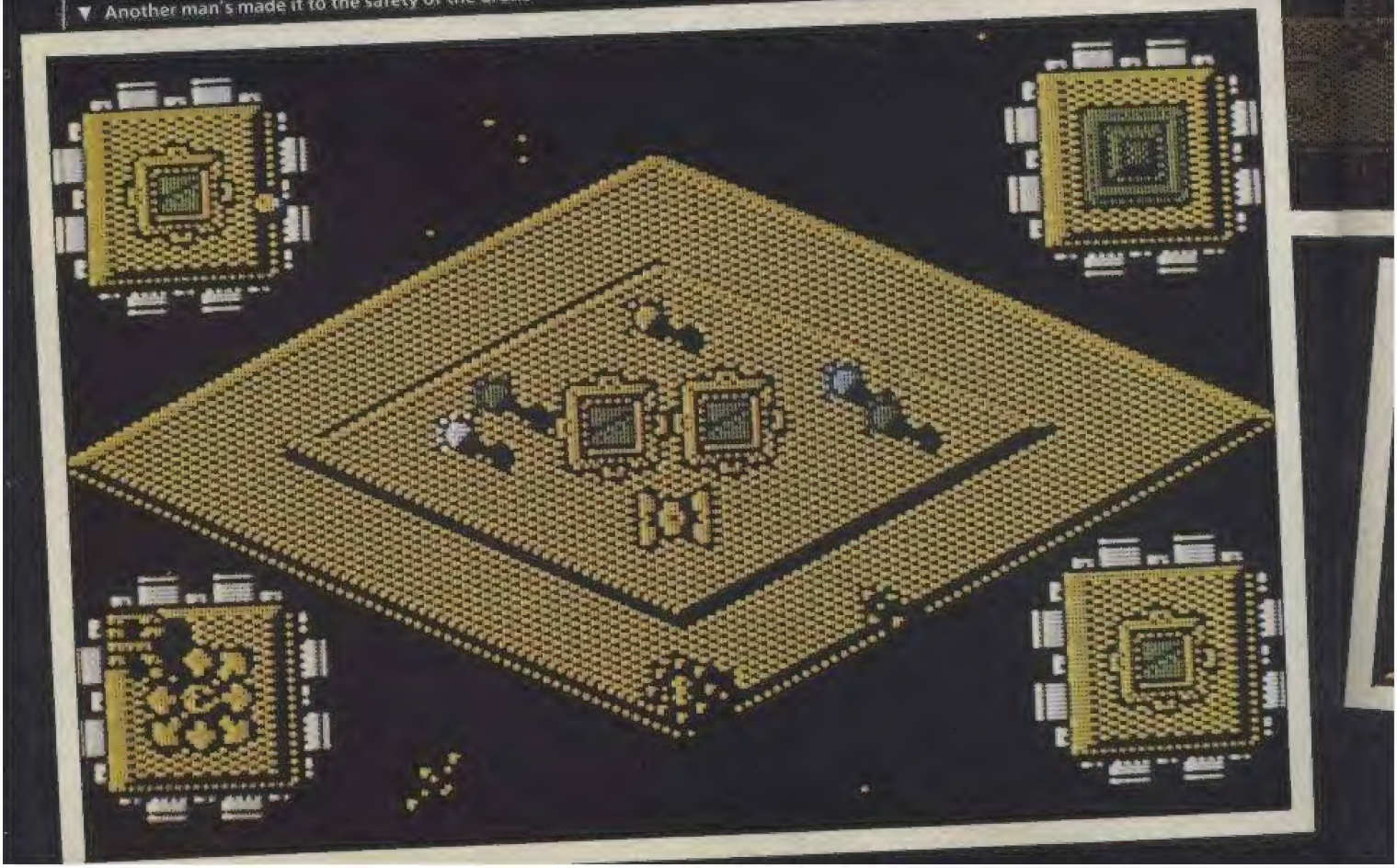
Perhaps I'd better tell you about it.

Set up to explore new planets for life forms and precious minerals, the Terran (Earth to everyday folk) Exploration Company is under attack by strange hostile aliens. The only course of action is to evacuate the spaceship Canis Major.

You control a skimmer which hovers around the screen, destroying alien spores by colliding with them. When fire is pressed, the drone craft positioned on the surface of the spaceship flies towards the skimmer's location – get out of the way or a lethal collision results!

The point of moving the position of the drone is that from time to time, colonists emerge from airlocks, hoping to make it to the drone before they run out of oxygen. However the many different one-screen levels throughout the game are littered with walls and other obstructions which cannot be crossed by the escaping colonists. Some buildings are so tall that even the skimmer cannot fly over them.

Those pesky aliens are pretty harmless in Spore form, but here's the catch – they mutate! If a Spore finds a suitable landing site it can turn into a Stalker and hop along the surface intent on catching a colonist. Should this happen,



▼ Another man's made it to the safety of the drone

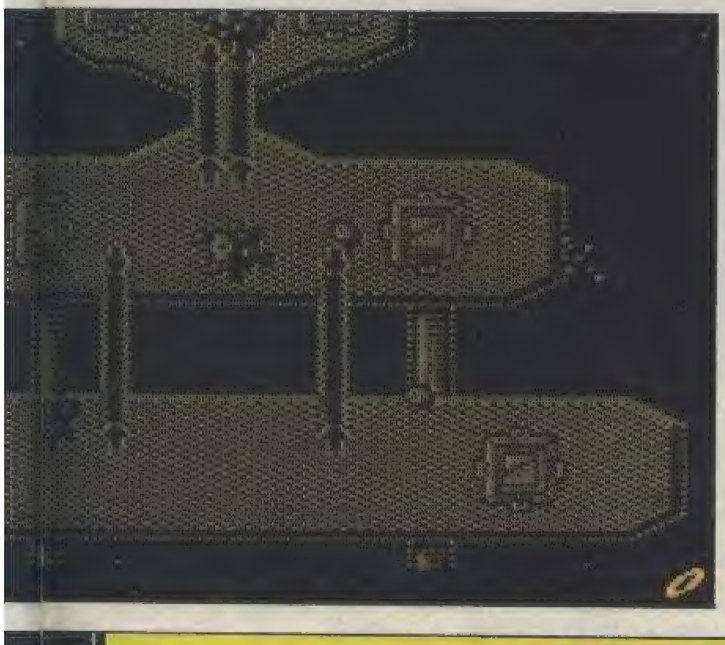
a dangerous Nuclon fireball is produced which tracks and collides with the drone, causing much damage. Stalkers may also change into homing Trackers via the intermediate, chrysalis-like Podule stage.

Still with me? – I told you it was simple.

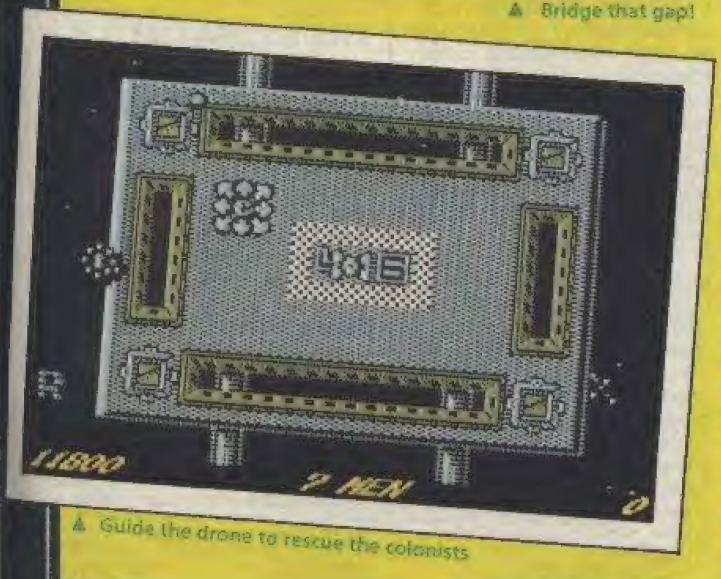
NICK As the action hots up it can get very intense (no groans, he means it –Ed). There's no difference between the 128K and 48K versions that I could see. Even though the tune and FX sound 128Kish they were also found on the 48K machine. *Intensity* is fast, furious and full of fun, excellent.

90%

The space station consists of five rows of platforms named after the first five Greek letters (alpha to epsilon for classics students). A letter on the screen exit determines which row you progress to after leaving the current screen. This letter changes depending on how many men have been rescued.



▲ Bridge that gap!



▲ Guide the drone to rescue the colonists

TERRAN TIPS

- It's advisable for beginners to practise on the lower two levels (delta and epsilon), as they are easier.
- It's also advisable to leave the current screen when the 'exit now' message appears on screen.
- Try and kill creatures before they transform into their stronger (and deadlier) forms.
- Collect every available RU, as they're used to buy additional goods.
- After pressing fire, make sure you get out of the moving drone's path or you'll collide.
- Destroy the aliens as soon as possible to stop them mutating into more dangerous forms.
- Buy an alpha skimmer for the higher levels, as they contain many high walls which the other skimmers can't fly over.

Although *Intensity* is a simple collect-'em-up, it's nonetheless a very playable one.

Keeping one eye on the drone as it collects up the stranded colonists, and the other on the marauding aliens, (who regularly change guises, and so must be watched like a hawk) takes a bit of getting used to.

The meanies swarm around the screen causing as much trouble as possible. But you're brave (or is that foolish), so they don't worry you. Frazzle their reptilian hides, turn them into charred lumps, be tough, but search out *Intensity*, because it's a damned enjoyable game.

MARK 91%

After leaving a screen, you're presented with a menu of skimmers and drones which can be bought, using resource units collected during play. Three types of skimmer and drone are available. The higher the class, the more damage they can take before exploding. Also, the better skimmers can fly higher and faster – some screens can only be successfully completed with the top-class alpha.

A certain amount of strategy is required to decide which craft to buy, although you can ask the computer for a suggestion, but watch out – it charges one resource unit for this valuable information! The Graftgold team have converted this original concept to the Spectrum in great style. Well-defined (and colourful) graphics grace every level – and the sound's not bad either. Although puzzling at first, *Intensity* will have you hooked in no time – a superb, original concept brilliantly executed.

PHIL 92%

THE ESSENTIALS

Joysticks: Kempston, Sinclair, Cursor
Graphics: beautifully detailed and surprisingly colourful graphics viewed from overhead
Sound: snazzy tunes on the front end of all versions plus some atmospheric in-game FX
General rating: designed by Andy Braybrook (creator of *Uridium* among many others), *Intensity* combines need for both careful thought and frantic action to brilliant effect

Presentation	87%
Graphics	88%
Playability	91%
Addictive qualities	89%
OVERALL	**91%**

Producer Code Masters
Out of pocket £4.99 cass
Author The Oliver Twins (concept by Richard Darling)

Professional BMX Simulator

● *As Norman Tebbit would say:'On yer bike!'*

Reviewed way back in issue 37 (and attaining a score of 63%), *BMX Simulator* has been revamped, given a trendy midi-price, and renamed *Professional BMX Simulator.*

What are these differences I hear you ask? Well those kind people at Code Masters have added two new data tapes, *Quarry Racing*, and *Desert Riding*, each with five death-defying courses. Coupled with the main game tape, this gives you a staggering 15 courses to challenge even the best bikers among you.

The objective remains the same though, to complete the current course in the quickest possible time, whilst avoiding pitfalls and your fellow riders. You have a choice of either playing the standard version, or flip the cassette over and play the expert game.

Here you can choose your tyre and chainwheel size – the wrong choice means that your fellow competitors have the advantage (but I personally found the bike so difficult to control on any level, that this made little difference to me).

Having chosen which game, it's on with the wheels. Another improvement the Olivers have made to this version is that you can have four players on the dirt track at once. So choose between Spike, Tom, Larissa, or Bud (four zany kids who love a challenge . . . they sound rather like CRASH reviewers). Press that fire button and prepare for some fast and furious action, and when you get tired of whizzing around the same old courses, well why not load up one of the data tapes.

These place you in a desert or a quarry (although the inlay doesn't say which one), for some 'rad racing' (doncha just love jargon?).

Professional BMX Simulator's appearance is better than its predecessor, which was bland and a little crude in the sprite department. Here, all three racing locations are nicely coloured, with well-drawn sprites pedalling around each course.

The only thing to spoil my enjoyment was the rider control. Try as I might, I never really gained full control, but perhaps that was schedule pressure, which meant I didn't get enough time to master it – you may do much better.

MARK 75%

▲ Going round the bend

▲ One of the many tortuous tracks

PHIL Well, well, fancy seeing this little number reappearing with extra options and courses. Yes, now two players can cramp round the keyboard while the other lucky two get to use joysticks. And you really do need at least two players for an enjoyable game – racing against the infallible computer riders isn't much fun. Control is awkward when your rider goes careering down ramps and up banks. The overhead-view graphics aren't exactly outstanding, but the title screen for each course is graced with a different, catchy David Whittaker 128K tune. For pedalophiles, *Professional BMX Simulator* represents a fairly cheap multi-player game, with plenty of different courses to test your pedalling power.

72%

POWER TO THE PEDALS

- Don't hold accelerate downward all the time – you will hardly stay on the bike.
- Make sure you have enough speed to make it over a ramp.
- If you crash (more than likely), make sure the bike is facing the right way before setting off again.
- Select a large chainwheel for the easier tracks, but on ones where you're likely to crash a lot, the smaller chainwheel should be more useful.

▼ Four prospective pedallers line up for the race

Professional BMX Simulator is typically Code Masters . . . I mean the aerial views, small graphics and the detailed and colourful backgrounds. It's just a pity the game is so frustrating. If you accelerate too hard, or just touch another player, you go flying off your bike and the stupid computer puts you back facing the wrong way (fume!).

The different courses you can load in are even more frustrating than the one you start with. It had me tearing out my hair, and will appeal only to those with great patience. Stop calling me 'Baldy', Phil . . .

NICK 48%

THE ESSENTIALS

Joysticks: Kempston, Cursor, Sinclair (port one or two)
Graphics: overhead view of small bikes on a detailed background
Sound: different David Whittaker 128K tune for each venue
Options: definable keys. Up to four players can compete simultaneously in normal or expert version
General rating: a definite improvement over its predecessor, but still frustrating

Presentation	72%
Graphics	67%
Playability	66%
Addictive qualities	58%
OVERALL	**73%**

SMASH

YOUR SALES TARGETS THIS CHRISTMAS....

ADVERTISE IN

CRASH NOW

ZX SPECTRUM

CONTACT: NEIL DYSON
(0584) 5851 OR 4603

TRYBRIDGE SOFTWARE DISTRIBUTION

TITLE	SPECTRUM CASS		TITLE	SPECTRUM CASS		TITLE	SPECTRUM CASS	
ACE	2.00		FIVE COMPUTER HITS	3.50		OVERLANDER	5.50	9.95
ACE OF ACES	2.95		FUTURE KNIGHT	2.00		OVERLORD	7.00	
ACE 2	6.50		FAIRLIGHT 2	2.00		OUTRUN	9.00	
ALLSTARS (EDGE)	8.00		FREDDY HARVEST	3.00		PEPSI MAD MIX	5.50	8.95
ALIEN SYNDROME	8.50		FLINTSTONES	5.00		PETER BEARDSLEY	6.25	
ADV TACT FIGHTER	8.50	9.95	FROSTBYTE	2.00		PACLAND	6.00	
ADV ART STUDIO	14.95		FIRETRAP	3.50		PLATOON	8.50	
ACTION FORCE 1 OR 2	5.50		FIVESTAR 1,2 OR 3	6.95		PREDATOR	6.50	
AIRBORNE RANGER	9.95		GAUNTLET	2.95		PSYCHO PIG UXB	6.00	9.95
ARMY MOVES	3.50		6. I. HERO	6.50		PHM PEGASUS	6.95	10.95
ARCADE FORCE FOUR	6.50		GOLD SILVER BRONZE	10.45	12.95	PAWN	9.50	10.95
ATHENA	3.50		GUNSHIP	6.50		ROAD BLASTERS	6.00	9.95
ARKANOID	3.50		GUTZ	5.50		RASTAN SAGA	6.00	
ARKANOID 2 REVENGE	5.50	9.95	GAUNTLET 2	6.00		ROADWARS	3.50	
ARC OF YESOD	2.00		GUNSMOKE	6.00	8.95	ROLLING THUNDER	6.00	
BARBARIAN (PSYGNOSIS	8.95		GRYZOR	6.50	8.95	RENEGADE	5.50	
BLACK TIGER	6.00		GAME OVER	3.50		RED OCTOBER	9.50	
BEYOND ICE PALACE	5.50	8.95	GAME SET & MATCH	4.95	11.95	ROBIN OF WOOD	7.50	
BIONIC COMMANDO	5.00		GARFIELD	8.00		SALAMANDER	5.50	
BEST OF ELITE VOL 1	4.50		GUILD OF THIEVES DISC		9.95	SUMMER OLYMPIAD	5.50	
BARBARIAN 1 OR 2	6.50		GUNSHIP	6.50	9.95	SKATECRAZY	5.50	9.95
BLACK LAMP	5.50		GO TO HELL	1.50		SUPER HANG-ON	6.00	
BUGGY BOY	4.95		GHOSTRUNNER	2.00		STAR WARS	6.50	
BANGKOK KNIGHTS	6.50		HUMAN MAD	5.50	8.95	SIDEARMS	6.00	
BUBBLE BOBBLE	5.50	8.95	HERCULES	5.50	8.95	STREETFIGHTER	6.50	
BOUNCES	2.00		HEADCOACH	2.95		SOLDIER OF LIGHT	5.95	
BYDASH CON KIT	5.00		HEAD OVER HEELS	3.50		SOLID GOLD	6.95	10.95
BATMAN	2.50		HOTSHOT	6.00	8.95	STARGLIDER	9.50	10.95
BALL BREAKER	3.00		HARDBALL	2.00		SENTINEL	6.50	8.95
CARRIER COMMAND	8.95	13.95	HARDBALL	3.00		SIDEWIZE	3.00	
CROSSWIZE	6.00		HIVE	2.00		SILENT SERVICE	6.50	
COMBAT SCHOOL	5.50	8.50	HYPERBALL	1.50		SUPERSPRINT	2.95	
CHAMP SPRINT	6.50		IMPACT	6.00		SILICON DREAMS	8.50	
CALIFORNIA GAMES	3.50	9.95	INT KARATE	2.95	4.95	720	5.50	
CYBERNOID	3.50		INT KARATE +	6.50		STALINGRAD	9.95	8.95
CONET GAME	1.00		IMP MISSION 2	6.00		STREET SOCCER	6.00	
DALEY THOMPSON 88	6.50		IKARI WARRIORS	6.00		SUPER SOCCER	3.50	
DARIUS	6.50		ICUPS	1.50		SPY V SPY ARCTIC	2.00	
DARK SIDE	6.50	9.95	JEWELS OF DARKNESS	9.00		SPY V SPY TRILOGY	9.95	
DIZZY ECTOR	5.50		KONAMI COLLECTION	6.50	12.95	20 CHARTBUSTERS	6.95	
DRILLER	9.95		KNIGHTORC	9.50		TERRORPODS	6.95	
DARK SCEPTRE	5.50		KINETIK	1.50		TIME STOOD STILL	6.50	9.95
DRAGONSLAIR 1 OR 2	9.00		LL BOARD PAR 3	9.95	13.95	TRAIN ESCAPE	7.45	
DOOMDARKS REVENGE	2.00		LIVE AMMO	6.50	10.95	THE GAMES WINTER	6.00	9.95
DONKEY KONG	3.00		LAST NINJA 2	6.95		TRACK SUIT MANAGER	6.95	
DRUID	2.00		LAZER SQUAD	5.50		TARGET RENEGADE	6.50	
EDDIE EDWARDS SKI	8.00	8.95	MARAUDER	5.50	8.95	THUNDERCATS	5.50	
EMPIRE STRIKES BACK	6.50		MIAMI VICE	2.95		TAU GUN	3.50	
ENIGMA FORCE	2.00		MICKEY MOUSE	5.50	8.95	TRIO PACK	3.50	
EARTHLIGHT	5.50		MADBALLS	5.50		T WRECKS	5.50	8.95
ENLIGHTENMENT	3.50		MAGNIFICENT 7	6.50	12.95	TYPHOON	5.50	
ELITE 6 PAK 1,2 OR 3	6.50		MINDFIGHTER	9.95		ULTIMATE COLLECTION	8.95	
ENDURO RACER	6.50		MATCHDAY 2	6.50		VINDICATOR	5.50	
ELITE	8.50		MEGA APOCALYPSE	6.50	10.45	VIRUS	5.50	
EYE	3.95		MAGNETRON	5.50		VIXEN	6.50	10.45
FERNANDEZ MUST DIE	6.95	9.95	1943	6.25	8.95	VECTRON 3D	2.00	
FLYING SHARK	5.50		NETHERWORLD	5.50	8.95	WIZARD WARZ	8.00	
FOX FIGHTS BACK	6.00	8.95	NIGEL MANSELL GP	8.50		WORLD CLASS LEADERBOARD	8.50	
FLASHPOINT	5.50		NEBULUS	6.50		WORLD GAMES	2.95	
FRIGHTMARE	4.50	9.95	NICK FALDO	2.00		WONDERBOY	6.50	
FIREFLY	5.50		NORTH STAR	5.50		WIZBALL	3.50	
FOOTBALL DIRECTOR	6.00		NIGHTRAIDER	6.95		WE ARE THE CHAMPIONS	6.50	12.95
F15 STRIKE EAGLE	6.50		NODES OF YESOD	2.00		WHIRLIGIG	5.50	8.95
FOOTBALL MANAGER	2.95	4.95	OOPS	5.50		ZENJI	1.50	
FOOTBALL MANAGER 2	6.95	9.95	OPERATION WOLF	8.00				

Please send cheque/PO/Access Visa No. and expiry date to:
TRYBRIDGE LTD, 72 NORTH STREET, ROMFORD, ESSEX RM1 1DA
Please state make and model of computer when ordering.
P&P inc. UK on orders over £4.00, under £4.00 and Europe add 50p per item. Elsewhere please add £1.50 per item for airmail.
TEL. ORDERS: 0708 765271

Evesham Micros

All prices include VAT/delivery

OCEANIC OC-118

Previously sold as 'Excelerator Plus'

A superb package representing extremely good value for money, combining the Oceanic OC-118 disk drive (previously sold as 'Excelerator+') and the sophisticated GEOS system. Said by COMPUTE's Gazette to have "dramatic improvements over the 1541 in quality and reliability", the drive is a stylish and attractive compact unit featuring a direct drive motor and its own external power supply. GEOS brings the power of a graphic interface and integrated disk turbo to your '64 and includes geoPAINT, a graphic workshop, geoWRITE, a WYSIWIG word processor and many Desk Accessories. Many more extensions available - see below.

Oceanic OC-118 & GEOS £129.95

Oceanic OC-118 & GEOS plus *Freeze Machine* £149.95

GEOS Applications

GEOS 64	£24.95	GEOPUBLISH	£32.95
GEOFILE	£24.95	GEOPROGRAMMER	£32.95
GEOCALC	£24.95	GEOS 128	£32.95
DESKPACK+ 64/128	£21.95	GEOWRITE WORKSHOP 128	£32.95
GEOWRITE WORKSHOP	£24.95	GEOCALC 128	£32.95
FONTPACK+ 64/128	£16.95	GEOFILE 128	£32.95
GEOSPELL	£16.95		

ATARI ATARI SUMMER PACK OFFER!

Special offer from Atari! Package contains 520 STFM computer with internal 1 Meg floppy drive, mouse, joystick, five disks of public domain software and 22 leading games titles!

Games supplied are: Winter Olympiad '88, Mousetrap, Slapfight, Defender of the Crown, International Karate, Trailblazer, Enduro Racer, Arkanoid, Warlock, Marble Madness, Rampage, Eagle's Nest, Plutos, Leviathan, Supersprint, Ranarama, Strike Force Harrier, Tetris, Q-Ball, Roadwars, 3D Galax and Chopper X (total retail value £413.94).

Only £349.00

Hurry before the offer closes!

How to order

All prices VAT/delivery inclusive
Next day delivery £5.00 extra
Send cheque, P.O. or ACCESS/VISA details
Phone with ACCESS/VISA details
Govt., educ. & PLC official orders welcome
All goods subject to availability E.&O.E.
Open to callers 6 days, 9.30-5.30
Telex: 333294 Fax: 0386 765354

Evesham Micros Ltd
63 Bridge Street
Evesham
Worcs WR11 4SF
Tel: 0386 765500

Also at: 1762 Pershore Rd., Cotteridge, Birmingham, B30 3BH Tel: 021 458 4564

CRASH COMPETITION

WIN A GORILLA!!

AS OCEAN GO BANANAS

You can't make monkeys out of the CRASH team, or can you?! Ocean's secretary (who shall remain nameless to avoid further embarrassment) sent us a missive, describing the Manchester-based firm's newest shoot-'em-up. Unfortunately, she somehow managed to misspell the title of the game in question – instead of *Guerilla Wars*, we were told of a great new game called *Gorilla Wars*! Well, this sounded a bit strange, but our noble Editor suggested to Ocean that we give away a cuddly toy gorilla as a competition prize. Well, you won't be surprised who got the blame when he found out that he'd got the wrong end of the bamboo shoot. Yes, poor old Comps Minion – I even get blamed for the atrocious Ludlow weather!

But a gigantic, cuddly toy gorilla had already arrived and soon annoyed Nick by eating his banana and mango pizza when he wasn't looking.

But enough aping around (groan!) – you'll want to know how you can win this extraordinary prize (if Ed'll give it back). Well all you have to do is write down the answers to the five dual clues below. The two answers, (a) and (b), to each clue are homophones, ie words which sound the same but have different meanings (such as *guerilla* and *gorilla*). The first correct entry out of the CRASH banana crate wins the sender the famous King Kong lookalike (no, not Mark Caswell!) plus a snazzy *Guerilla Wars* T-shirt and a copy of the game. Five lucky runners-up also get a game and T-shirt.

1 (a) ***If you've got two shoes, what have you got?*** pair
   (b) ***The fruit used to make perry*** pear
2 (a) ***It could be grizzly, polar or koala*** bear
   (b) ***What the CRASH food cupboard is when Nick's just made a light snack!*** bare
3 (a) ***Head of an Arab tribe*** sheik
   (b) ***Nick likes to drink a banana one with his pizza*** shake
4 (a) ***You use a clock to tell it*** time
   (b) ***A herb used in chicken stuffing*** thyme
5 (a) ***It's got nothing missing so it's...*** whole
   (b) ***Mark's James Brown LPs each have one in the middle*** hole

Right (I mean write) your answers on the back of a postcard (or sealed envelope) and send it to ***LET'S GO BANANAS COMP, CRASH, PO Box 10, LUDLOW, Shropshire SY8 1DB.*** Awl entrées mussed bee scent Inn buy October 21! And no monkey business, we've got some pretty mean CRASH Judges to give a final decision.

CRASH ZX SPECTRUM

HYPERMARKET

CRASH COMPUTER COVERS

PROUD . . . of your untouched, virgin-new keyboard? Don't let it bite the dust, protect it from coffee, biscuit nibbles, screen fall-out or just simple plain home-variety dust.
ASHAMED . . . of your grotty, coffee-stained, dust-cloaked keyboard? Cover the mess up and protect your Habitat environment with a CRASH keyboard cover.

RUBBER-KEYED SPECTRUM COVER
OFFER 3.00, C001H
SPECTRUM+ COVER
OFFER 3.25, C002H
SPECTRUM 128 COVER
OFFER 3.75, C003H
SPECTRUM+2 COVER
OFFER 4.00, C004H

CRASH BINDER

Show some respect for all the brilliant effort the CRASH production team has put into your favourite mag by conserving the twelve masterpieces for posterierity. The bound collection will be worth a fortune when it goes under the hammer at Sotheby's in the year . . .
CRASH BINDER
OFFER 4.50, C009H

EUROMAX JOYSTAR
This is an excellent microswitch-action joystick featuring precision top and front fire buttons and Auto Fire. It can be operated handheld or can be mounted on the table via vice-grip suction cups. Auto Fire may not work with certain interfaces.
EUROMAX JOYSTAR
OFFER 9.95, C093H

CRASH CAP

Join the CRASH troops with this authoritative blue base ball cap with white embossed CRASH logo. However much grey matter resides between your ears, the adjustable strap will ensure perfect fit.
CRASH CAP
OFFER 3.50, C010H

EUROMAX PROFESSIONAL AUTO-FIRE
All the quality of the PROFESSIONAL, with the added bonus of the AUTO FIRE option (may not work on some computer systems).
EUROMAX PROFESSIONAL AUTOFIRE
OFFER 16.95, C097H

DYNAMICS COMPETITION PRO 5000 (normal)
Features arcade quality microswitches, dual fire buttons, robust steel shaft and rubber return for smooth control and longer life. Extra long 1.5m cord
DYNAMICS COMPETITION PRO 5000 (normal)
OFFER 13.50, RRP 14.95, C098H

DYNAMICS COMPETITION PRO 5000 (clear)
The designer joystick with see-through body.
DYNAMICS COMPETITION PRO 5000 (clear)
OFFER 14.00, RRP 15.95, C099H

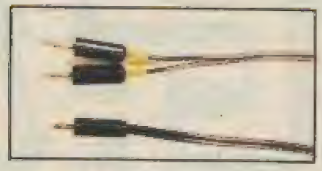
CRASH SPORTS BAG

Have CRASH bag will travel in style. This top quality silver blue sports bag will feel right whether your jet setting round the world or simply walking to the local sports centre. Comes with enormous cavity and a useful end pocket.
CRASH SPORTS BAG
OFFER 12.95, C115H

POWERPLAY CRUISER
This excellent joystick features micro-switch directional control and fire action. A unique variable tension control allows the user to adjust the direction control to extra sensitive, normal and firm. A wide base and four suction cups provide good table-top operation.
POWERPLAY CRUISER
OFFER £9.99, C094H

DIGIT
The low-cost alternative to add-on keyboards. Improves the action and feel of the standard SPECTRUM PLUS keyboard by replacing the rubber membrane with individual coil springs and plungers. Provides ultra-light key stroke.
DIGIT
OFFER 7.00, C118H

SPECTRUM+3 CASSETTE LEADS
Link your Spectrum+3 to your cassette recorder and gain access to your large collection of Spectrum 48 tape software.
SPECTRUM+3 CASSETTE LEADS
OFFER 3.95, C100H



CRASH TEA MUG

Yes, it's official. You are entitled to no less than 15 minutes of tea break with this wonderful blue and white CRASH tea mug to interrupt the exhaustive monthly read of CRASH magazine. A brand new design, it will cope with tea, coffee (any brand), hot coco, Horlicks, you name it! WARNING: Keep away from inferior computer mags. Has been known to make a mess of them.
CRASH TEA MUG
OFFER 2.50, C224H

COMCON PROGRAMMABLE JOYSTICK INTERFACE
The only fully programmable joystick interface on the market! Links any joystick movement to any key of your Spectrum 48K, PLUS, 128 or 128 PLUS 2. Just plug function wire into key matrix and your ready to go! Also supports joysticks with two independent fire actions.
COMCON PROGRAMMABLE JOYSTIC INERFACE
OFFER 12.95, C116H

COMCON TWIN same as above, but with two parallel output joystick connectors.
COMCON TWIN
OFFER 13.95, C117H

QUICKSHOT 2+2 JOYSTICK
Modified QUICKSHOT 2+2 joystick makes use of the second fire action on the COMCON interface by splitting the two joystick trigger switches for independent operation.
QUICKSHOT 2+2 JOYSTICK
OFFER 9.95, C120H

+2 ADAPTOR
Links up any Atari-compatible joystick to your SPECTRUM+2 and SPECTRUM+3 joystick output connectors.
+2 ADAPTOR
OFFER 2.50, C119H

HIGHLY RECOMMENDED SOFTWARE

1943 cass, Capcom
OFFER 7.24, RRP 8.99, C218C

1943 disk, Capcom
OFFER 10.44, RRP 12.99, C218D

ALIEN SYNDROME cass, ACE
OFFER 7.24, RRP 8.99, C209C
ALIEN SYNDROME disk, ACE
OFFER 11.99, RRP 14.99, C209D
ALTERNATIVE WORLD GAMES cass, Gremlin Graphics
OFFER 6.44, RRP 7.99, C103C

ALTERNATIVE WORLD GAMES disk, Gremlin Graphics
OFFER 10.44, RRP 12.99, C103D

BARBARIAN cass, Psygnosis
OFFER 7.99, RRP 9.99, C130C

BLOOD BROTHERS cass, Gremlin Graphics
OFFER 6.44, RRP 7.99, C078C

BLOOD BROTHERS disk, Gremlin Graphics
OFFER 10.44, RRP 12.99, C078D

CRICKET MASTER cass, E & J
OFFER 6.40, RRP 7.95, C123C
CYBERNOID 2 cass, Hewson
OFFER 6.40, RRP 7.95, C219C

DARK SIDE cass, Incentive
OFFER 7.95, RRP 9.95, C113C

DARK SIDE disk, Incentive
OFFER 11.95, RRP 14.95, C113D
DESOLATOR cass, US Gold
OFFER 7.24, RRP 8.99, C081C
DESOLATOR disk, US Gold
OFFER 10.44, RRP 12.99, C081D
DIAMOND cass, Destiny
OFFER 6.44, RRP 7.99, C129C
EUROPEAN CHAMPIONS cass, E & J
OFFER 6.40, RRP 7.95, C122C
FOOTBALL MANAGER 2 cass, Addictive
OFFER 7.99, RRP 9.99, C091C
FOOTBALL MANAGER 2 disk, Addictive
OFFER 11.99, RRP 14.99, C091D

COMPILATIONS

6 PACK VOL 2 cass, Elite
INTO THE EAGLES NEST, BATTY, ACE, SHOCKWAY RIDER, INTERNATIONAL KARATE, LIGHT FORCE
OFFER 7.99, RRP 9.99, C060C
10 GREAT GAMES II cass/disk, Gremlin Graphics
THE DUCT, MASK, AUF WIEDERSEHN MONTY, SAMURAI TRILOGY, CONVOY RAIDER, JACK THE NIPPER II IN COCONUT CAPERS, BASIL THE GREAT MOUSE DETECTIVE, DEATH WISH III, THING BOUNCES BACK, THE FINAL MATRIX
OFFER cass 7.99, RRP 9.99, C052C
OFFER disk 11.99, RRP 14.99, C052D
ALL-STARS cass, The Edge
XECUTOR, INSIDE OUTING, BOBBY BEARING, SHADOW SKIMMER, MINDSTONE, WARLOCK, PSYTRAXX, BRIAN BLOODAXE, THAT'S THE SPIRIT, STARBIKE
OFFER 7.24, RRP 8.99, C065C
ARCADE FORCE FOUR cass, US Gold
GAUNTLET, ROAD RUNNER, METROCROSS, INDIANA JONES AND THE TEMPLE OF DOOM
OFFER 7.99, RRP 9.99, C063C
BOGIE'S PICK 1 cass, Top Ten Software
HERBERT'S DUMMY RUN, LITTLE AL, TARANTULA, BLACK HAWK
OFFER 2.99, C059C

BOGIE'S PICK 4 cass, Top Ten Software
DRUIDS MOON, METALDRONE, SMUDGE & THE MOONIES, DESERT BURNER
OFFER 2.99, C070C

DATA EAST'S ARCADE ALLEY cass/disk, US Gold
KUNG FU MASTER, BREAKTHRU, EXPRESS RAIDER, LAST MISSION
OFFER cass 5.79, RRP 8.99, C064C
OFFER disk 10.44, RRP 12.99, C064D

FOUR GREAT GAMES VOL 3 cass, Microvalue
EQUINOX, KU-KU, COP-OUT, IAN BOTHAM'S TEST MATCH
OFFER 3.99, C067C

LIVE AMMO cass, Ocean
ARMY MOVES, GREEN BERET, THE GREAT ESCAPE, RAMBO FIRST BLOOD PART II, TOP GUN
OFFER 7.95, RRP 9.95, C057C

KONAMI ARCADE COLLECTION cass, Imagine
MIKIE, JAIL BREAK, GREEN BERET, YIE AR KUNG-FU II, SHAO-LIN'S ROAD, NEMESIS, HYPER SPORTS, PING PONG, JACKAL, YIE AR KUNG-FU
OFFER 7.95, RRP 9.95, C059C

NOW GAMES 5 cass, Virgin Games
INTERNATIONAL KARATE, PROHIBITION, STREET HASSLE, KAT TRAP, HACKER II, REBEL
OFFER 7.95, RRP 7.95, C068C

SPY VS SPY TRILOGY cass/disk, Databyte
SPY VS SPY, THE ISLAND CAPER, ARTIC ANTICS
OFFER cass 7.95, RRP 9.95, C071C
OFFER disk 11.95, RRP 14.95, C071D

TIME & MAGICK cass/disk, Mandarin Software
LORDS OF TIME, RED MOON, THE PRICE OF MAGICK
OFFER cass or disk 11.95 RRP 14.95, C066C/D

TOP 10 COLLECTION cass, Elite
SABOTEUR, SABOTEUR II, SIGMA 7, CRITICAL MASS, AIRWOLF, DEEP STRIKE, COMBAT LYNX, TURBO ESPRIT, THANATOS, BOMBJACK II
OFFER 7.99, RRP 9.99, C058C

WE ARE THE CHAMPIONS cass, Ocean
IK+, RENEGADE, RAMPAGE, BARBARIAN, SUPER SPRINT
OFFER 7.95, RRP 9.95, C062C

GAMES: WINTER EDITION cass, Epyx
OFFER 7.24, RRP 8.99, C133C
GOLD, SILVER, BRONZE cass, Epyx
OFFER 11.99, RRP 14.99, C208C
GOLD, SILVER, BRONZE disk, Epyx
OFFER 15.99, RRP 19.99, C208D
HOPPING MAD cass, Elite
OFFER 6.44, rrp 7.99, C101C
HOPPING MAD disk, Elite
OFFER 10.44, RRP 12.99, C101D

INVASION OF THE OLIBUGS

These critters are so mad keen to travel, they will jump into any jiffy bag with software worth more than £5.00 (Order value, not RRP price!). Yes, if you order software worth £5.00 or more, you will get a free fluffy OLI BUG. Just specify on your order form which little critter you want, and hey presto, you'll have a new little pet. Remember though, keep them well away from water and do NOT, under any circumstances, feed them after midnight . . . You have been warned!

IMPOSSIBLE MISSION II cass, Epyx
OFFER 7.24, RRP 8.99, C105C
IMPOSSIBLE MISSION II disk, Epyx
OFFER 10.44, RRP 12.99, C105D
INTENSITY cass, Firebird
OFFER 6.40, RRP 7.95, C211C
LEADERBOARD PAR 3 cass, US Gold
OFFER 11.99, RRP 14.99, C223C
LEADERBOARD PAR 3 disk, US Gold
OFFER 15.99, RRP 19.99, C223D
MARAUDER cass, Hewson
OFFER 6.44, RRP 7.99, C090C
MARAUDER disk, Hewson
OFFER 10.44, RRP 12.99, C090D
METAPLEX disk, Addictive
OFFER 7.99, RRP 9.99, C213D
MICKEY MOUSE cass, Gremlin Graphics
OFFER 6.44, RRP 7.99, C087C
MICKEY MOUSE disk, Gremlin Graphics
OFFER 10.44, RRP 12.99, C087D
NIGHT RAIDER cass, Gremlin Graphics
OFFER 10.44, RRP 12.99, C104C
NIGHT RAIDER disk, Gremlin Graphics
OFFER 11.99, RRP 14.99, C104D
NINETEEN PART 1 cass, Cascade
OFFER 7.95, RRP 9.95, C131C
NINETEEN PART 1 disk, Cascade
OFFER 11.95, RRP 14.95, C131D
OVERLANDER cass, Elite
OFFER 6.44, RRP 7.99, C134C
OVERLANDER disk, Elite
OFFER 10.44, RRP 12.99, C134D
PINK PANTHER cass, Gremlin Graphics
OFFER 6.44, RRP 7.99, C220C
PINK PANTHER disk, Gremlin Graphics
OFFER 10.44, RRP 12.99, C220D
PROFESSIONAL BMX SIMULATOR cass, Code Masters
OFFER 3.99, RRP 4.99, C210C
PSYCHO PIG UXB cass, US Gold
OFFER 7.24, RRP 8.99, C052C
PSYCHO PIG UXB disk, US Gold
OFFER 10.44, RRP 12.99, C052D
ROAD BLASTERS cass, US Gold
OFFER 7.24, RRP 8.99, C107C
ROAD BLASTERS disk, US Gold
OFFER 10.44, RRP 12.99, C107D
SAMURAI WARRIOR cass, Firebird
OFFER 6.40, RRP 7.95, C212C
SAMURAI WARRIOR disk, Firebird
OFFER 10.40, RRP 12.95, C212D
SKATE CRAZY cass, Gremlin Graphics
OFFER 6.44, RRP 7.99, C086C
SKATE CRAZY disk, Gremlin Graphics
OFFER 10.44, RRP 12.99, C086D
SOLDIER OF FORTUNE cass, Firebird
OFFER 6.40, RRP 7.95, C206C
SOLDIER OF LIGHT cass, ACE
OFFER 6.44, RRP 7.99, C077C
STALINGRAD cass, CCS
OFFER 7.95, RRP 9.95, C121C
T-WRECKS cass, Gremlin Graphics
OFFER 6.44, RRP 7.99, C127C
T-WRECKS disk, Gremlin Graphics
OFFER 10.44, RRP 12.99, C127D
THE BOBBY YAZZ SHOW cass, Destiny
OFFER 6.40, RRP 7.95, C222C
THE DARK SIDE cass, Incentive
OFFER 7.95, RRP 9.95, C080C
THE DARK SIDE disk, Incentive
OFFER 11.95, RRP 14.95, C080D
THE EMPIRE STRIKES BACK cass, Domark
OFFER 7.99, RRP 9.99, C092C
THE FLINTSTONES cass, Grandslam
OFFER 7.20, RRP 8.95, C085C
THE FURY cass, Martech
OFFER 7.24, RRP 8.99, C102C
THE FURY disk, Martech
OFFER 10.44, RRP 12.99, C102D
THE GREAT GIANA SISTERS cass, GO!
OFFER 7.24, RRP 8.99, C108C
THE GREAT GIANA SISTERS disk, GO!
OFFER 10.44, RRP 12.99, C108D
THE RACE AGAINST TIME cass, Codemasters
OFFER 3.99, RRP 4.99, C076C
THE TRAIN cass, Accolade
OFFER 7.20, RRP 8.95, C205C
THE TRAIN disk, Accolade
OFFER 11.95, RRP 14.95, C205D
THE VINDICATOR cass, Imagine
OFFER 6.40, RRP 7.95, C221C
THE VINDICATOR disk, Imagine
OFFER 11.99, RRP 14.99, C221D
VIRUS cass, Firebird
OFFER 6.40, RRP 7.95, C106C
VIXEN cass, Martech
OFFER 7.24, RRP 8.99, C075C
WHERE TIME STOOD STILL cass, Ocean
OFFER 6.40, RRP 7.95, C088C
WHERE TIME STOOD STILL disk, Ocean
OFFER 11.95, RRP 14.95, C088D
WIZARD WARZ cass, GO!
OFFER 7.24, RRP 8.99, C083C
WIZARD WARZ disk, GO!
OFFER 10.44, RRP 12.99, C083D

ADVENTURE

ACHETON disk, Topologika
OFFER 9.95, C049D
CLOUD 99 cass, Marlin Games
OFFER 2.95, C073C
COUNTDOWN TO DOOM disk, Topologika
OFFER 9.95, C074D
DR JEKYLL & MR HYDE 48K cass, The Essential Myth
OFFER 6.40, RRP 7.95, C110C
DR JEKYLL & MR HYDE 128K cass, The Essential Myth
OFFER 7.95, RRP 9.95, C111C
DR JEKYLL & MR HYDE disk, The Essential Myth
OFFER 10.40, RRP 12.95, C111D
FAIRLY DIFFICULT MISSION cass, Zodiac Software
OFFER 3.50, C118C
JESTER QUEST cass, Nebula Designs Software
OFFER 2.99, C203C
KINGDOM OF HAMIL disk, Topologika
OFFER 9.95, C051D
MINDFIGHTER, Abstract Concepts
OFFER 11.99, RRP 14.99, C114C
MONSTER cass, Haggisoft
OFFER 3.99, C072C
QUEST FOR THE GOLDEN EGG CUP cass, Mastertronic
OFFER 1.99, C201C
PLUS 3 ADVENTURES disk, Mastertronic
OFFER 7.99, C204D
PHILOSOPHER'S QUEST disk, Topologika
OFFER 7.95, RRP 9.95, C112D
RETURN TO DOOM disk, Topologika
OFFER 10.40, RRP 12.95, C117D
SKELVULLYN TWINE cass, Eighth Day Software
OFFER 4.50, RRP 5.50, C109C
THE BARD'S TALE cass, Electronic Arts
OFFER 7.20, RRP 8.95, C115C
THE BARD'S TALE disk, Electronic Arts
OFFER 11.95, RRP 14.95, C115D
THE CALLING cass, Visual Dimensions
OFFER 1.99, C202C
THE DAMNED FOREST cass, Cult
OFFER 1.99, C120C
THE JADE STONE cass, Marlin Games
OFFER 2.95, C050C
THE REALM cass, Cult
OFFER 1.99, C119C
TIME AND MAGICK cass or disk, Level 9
OFFER 11.95, RRP 14.95, C116C/D

BUDGET

2088 cass, Zeppelin
RRP 1.99, C217C
BATTLE SHIPS cass, Encore
RRP 1.99, C124C
BATTLE VALLEY cass, Rack It
RRP 2.99, C132C
BRAINSTORM cass, Firebird
RRP 1.99, C061C
CERIUS cass, Atlantis
RRP 1.99, C056C
CRIME BUSTERS cass, Players
RRP 1.99, C215C
FREEDOM FIGHTER cass, The Power House
RRP 1.99, C053C
FRONTLINE cass, Zeppelin Games
RRP 2.99, C054C
GUNFIGHTER cass, Atlantis
RRP 1.99, C214C
JOE BLADE 2 cass, Players
RRP 1.99, C216C
KEMSHU cass, Cult
RRP 1.99, C126C
METAL ARMY cass, Players
RRP 1.99, C064C
METAPLEX cass, Addictive
RRP 2.99, C213C
NINJA SCOOTER SIMULATOR cass, Silverbird
RRP 1.99, C128C
POWERAMA cass, The Power House
RRP 1.99, C082C
ROGUE cass, Mastertronic
RRP 2.99, C125C
SABOTAGE cass, Zeppelin Games
RRP 2.99, C055C
SKATEBOARD KIDZ cass, Silverbird
RRP 1.99, C129C
SNOOKERED cass, Top Ten
RRP 1.99, C079C
SUPER HERO cass, Code Masters
RRP 1.99 C207C

BUDGET RANGE

ORDER FOUR GAMES IN THE £1.99 RANGE AND PAY FOR THREE (£5.97 PAYMENT TOTAL) – A SAVING OF £1.99!
ORDER FOUR GAMES IN THE £2.99 RANGE AND PAY FOR THREE (£8.97 PAYMENT TOTAL) – A SAVING OF £2.99!
JUST FILL IN THE NAME AND PUBLISHER OF THE FOUR GAMES REQUIRED AND THE PAYMENT TOTAL OF £5.97/£8.97 (DON'T USE THE OFFER PRICE TABLE)

THE MEGA CHOICE:

*APART FROM OUR HIGHLY RECOMMENDED GAMES LIST, YOU CAN ORDER **ANY GAME** RELEASED BY THE MAJOR SOFTWARE HOUSES TO DATE ON CASSETTE OR DISK.*

OUR OFFER PRICES ARE VALID FOR ANY FULL-PRICED GAMES AND INCLUDE FIRST CLASS POSTAGE AND PACKING – NO OTHER EXTRA CHARGES
LOOK UP THE PRICE OF EACH GAME IN THE OFFER TABLE, ENTER THE OFFER PRICES ON THE ORDER COUPON, THEN ADD THEM UP.
ORDERS FOR TITLES WHICH ARE NO LONGER IN DISTRIBUTION WILL BE RETURNED.
YOU WILL BE REGULARLY NOTIFIED OF ANY DELAYS CAUSED BY LATE RELEASES.

SOFTWARE OFFER PRICE TABLE

RRP	OFFER	SAVE
4.99	**3.99**	1.00
5.95	**4.74**	1.20
7.95	**6.40**	1.55
7.99	**6.44**	1.55
8.95	**7.20**	1.75
8.99	**7.24**	1.75
9.95	**7.95**	2.00
9.99	**7.99**	2.00
11.99	**9.99**	2.00
12.95	**10.40**	2.55
12.99	**10.44**	2.55
14.95	**11.95**	3.00
14.99	**11.99**	3.00
19.95	**15.95**	4.00
19.99	**15.99**	4.00
23.00	**18.40**	4.60
24.95	**19.95**	5.00
28.95	**23.15**	5.80
29.95	**23.95**	6.00
34.95	**27.95**	7.00

HOW TO ORDER:

WRITE REQUIRED GAME(S) ON ORDER LIST, INCLUDING MEDIA TYPE AND ORDER CODE (WHERE LISTED).
IF OFFER PRICE NOT INDICATED, CHECK IN AD OR REVIEW FOR CORRECT RECOMMENDED RETAIL PRICE (RRP).
LOOK UP SPECIAL OFFER PRICE AND WRITE ON ORDER FORM.
ADD UP TOTAL AND ENCLOSE CHEQUE OR POSTAL ORDER OR ALTERNATIVELY USE ACCESS/VISA FACILITY (DON'T FORGET TO INDICATE EXPIRY DATE!).
REMEMBER:
GAMES ORDERS REQUIRE ORDER CODE OR MEDIA TYPE AND COMPUTER, GARMENT ORDERS ORDER CODE OR GARMENT SIZE, HARDWARE ORDERS ORDER CODE.
INCOMPLETE ORDER FORMS WILL BE RETURNED.

PLEASE RING (0584) 5620 IF IN DOUBT!

PRICES VALID FOR UK/EIRE/EUROPE ONLY.
FOR OVERSEAS ORDERS PLEASE ADD £2.00 PER ITEM FOR Air MAIL DELIVERY

DELIVERY!

NOT ALL LISTED PRODUCTS WILL HAVE BEEN RELEASED AT PRESS TIME.
GOODS WILL BE DESPATCHED AS SOON AS POSSIBLE. CUSTOMERS WILL BE INFORMED OF ANY LONG DELAYS.

SUBS OFFER

Crashing Cybernoids!!!

Great Laser Guns! For all you crazy Cybernoid fans out there, this is your chance! You can now explore a host of alien-infested screens and recover as much treasure from the destructed pirate ships and at the same time delve into the mysteries of the Spectrum world by taking out a sub to CRASH. You get a free copy of CYBERNOID 2 in cassette form if you subscribe now. Hewson's have packed an even bigger fighting machine into their sequel and you've just got to experience the devastation of the delayed time bombs and see the huge grotesque heads spitting bombs. Go get 'em, subscribe now!

BACK NUMBERS

BACKISSUES*BACKISSUES*BIKIS
BACKISSUES*BACKISSUES*BIKIS
BACKISSUES*BACKISSUES*BIKIS

No 3 April 1984
Sinclair talks to CRASH! Stack Light Rifle! Run It Again: Missile command games! CRASHtionnaire results!

No 4 May 1984
The Quill analysed! The fabled ZX Microdrive appears! Run It Again: Pengo games! Graphics utilities! Living Guide: boardgames, simulations, strategy, adventure!

No 17 June 1985
Denton Designs! Sinclair Story 3! Maps: Knight Lore, Underwurlde! Leonardo graphics! Date! sound sampler! Artist: David Thorpe!

No 18 July 1985
Gremlin Graphics profile! Artist: Bob Wakelin! Map: Gyron Atrium!

No 19 August 1985
CRL profile! Oliposter! Round-up of Basic compilers! Artist: Rich Shenfield! Maps: Dynamite Dan, Shadowfire!

No 20 September 1985
Electronic Pencil Company profile! Maps: Alien 8, Dun Darach!

No 21 October 1985
Holografix profile! Holograms! Map: Nodes Of Yesod! Platinum Productions profile!

No 22 November 1985
Fanzine File! Microdrive tips! Artist: Susan Rowe! Fantasy gamesbooks!

No 23 December 1985
Melbourne House! Computer graphics! Artist: Dave Beeson!

No 24 Xmas 1985/86
Artist: Oliver Frey! Gargoyle Games profile! Lloyd's Lookback! Hewson profile!

No 25 February 1986
Durell profile! Microsphere! FORTH and extensions to ZX BASIC!

No 26 March 1986
St Bride's profile! Spectrum 128! Micronet 800! Multiface 1!

No 27 April 1986
Playing Tips supplement! Mel Croucher! Imagine profile! PBM convention!

No 28 May 1986
Fanzines! Martech profile! Composite Video Interface! SpecDrum!

No 29 June 1986
First PBM Mailbox! Homegrown software! Realtime profile! Maps: Cylu, Sir Fred, Saboteur, Tantalus!

No 30 July 1986
Birth Of A Game! Laser Genius! Maps: Tantalus, Movie!

No 31 August 1986
Software Projects! Word Processing! Maps: Pentagram, Heavy On The Magick!

No 32 September 1986
Programmer: Dave Perry! GAC! Maps: Core, Ghosts 'n' Goblins, Bobby Bearing! Echo Synthesizer!

No 33 October 1986
Programmers: Jon Ritman, Costa Panayi! Maps: Dan Dare, Cauldron II! SpecDrumming!

No 34 November 1986
Programmer: Don Priestley! Genesis Update! Maps: Dynamite Dan II, Equinox, Universal Hero! Music Machine!

No 35 December 1986
Designer: Dan Malone! Computer Advertising! Maps: Glider Rider, Thrust, Lightforce! MIDI!

No 36 Xmas 1986/87
Lloyd's Lookback! Spectrum Music! Maps: Scooby Doo, Heartland, Druid!

No 37 February 1987
John Richardson: Jetman! CRASH Reviewers revealed! Match Day Challenge! Maps: Fairlight II, Firelord, Avenger, Dandy!

No 38 March 1987
Fanzines! Designer: Bernie Drummond! Maps: Cobra, Impossaball, Uridium! MIDI!

No 39 April 1987
Arcades Update! The Z88! Programmer: Steve Taylor! Maps: Nosferatu, Double Take, Future Knight, Feud!

No 40 May 1987
Playing Tips supplement! Maps: Short Circuit, Antiriad, Conquest, Into The Eagle's Nest, Sceptre Of Bagdad, Dragon's Lair II, Thrust II, Fat Worm Blows A Sparky, Tarzan, Aliens!

No 41 June 1987
Programmer: Mike Singleton! Industry Today! Adventure Trail supplement! Maps: Saboteur II, Head Over Heels! Multitrackers! 128 Bugs!

No 42 July 1987
16-page OINK! pull-out! Living Daylights film FX! Programmer: Pete Cooke! Maps: Auf Wiedersehn Monty, Hydrofool, Rasterscan!

No 43 August 1987
The +3 arrives! Run It Again runs the Gauntlet clones! CRL's 3D Gamemaker! Maps: Enduro Racer, Flash Gordon!

No 44 September 1987
Programmer: David Aubrey-Jones on Mercenary! The Sega Master System! Tech Tips: that Swift Disc! Maps: Vampire, The Curse Of Sherwood!

No 45 October 1987
Run It Again: the kick-'em-ups! The CRASH History Part One! The Budget Booooom! Maps: Game Over, Wonder Boy!

No 46 November 1987
16-page 3D section and glasses! Graphics and Sound Specialists! Maps: Exolon, Panzadrome, Mutants!

No 47 December 1987
16-page Judge Death pull-out! 2000AD's Odyssey! Every Tie-In Ever Made! Run It Again: Those Racing Games! The Christmas List! Maps: Indiana Jones, Dizzy!

No 48 Xmas 1987/88 (January 1988)
Pull-out poster! The CRASH Directory! Going To Bed With CRASH! A second helping of 3D! Maps: Yogi Bear, Mercenary, Tai-Pan!

No 49 February 1988
Level 9 profile! Last Part of CRASH History! Flying Tonight – British Airways' flight simulators! Maps: Wizball, Thundercats, Athena!

No 50 March 1988
16-page Tech Niche supplement focusing on hardware and utilities! Write Your Own Adventures – GAC versus PAW! Maps: Platoon, Andy Capp Handy, Garfield, Driller!

No 51 April 1988
The Best Of British – Ultimate! Strategy Special! Run It Again – the world of 3D games! Maps: Dark Sceptre, Platoon (levels 2 & 3)! More MIDI!

No 52 May 1988
All the Arcade action! Compilation news! Nick Roberts' Playing Tips Special! CRASH Comms – Enter the foyer of Hotel California!

No 53 June 1988
16-page Coin-ops supplement! Microprose revealed! Cecco's fog! Maps: Inside Outing, Knightmare! CP/M Emancipation!

No 54 July 1988
Cassette cover mount featuring Dark Side and Last Ninja 2 previews! Mel Croucher on computer games addiction! The Spectre Comms pack reviewed!

No 55 August 1988
Split Screen and Censorship! Atari ST versus Amiga! Adventure Trail Extra!

No 56 September 1988
School work from home! Computers commit murder! PC Showcase – Guide to the Personal Computer Show!

Nos 1, 2 and 5-16 now out of stock. Sorry!

ORDER FORM

I want to subscribe to 12 issues of CRASH and receive my free Cybernoid 2 cassette.
If I've already got a CRASH subscription, and it is running out soon I extend it for a further twelve issues – and still get my free Cybernoid 2 cassette.
If I am a current subscriber, but do not wish to extend my subscription, I can still get my Cybernoid cassette for an amazing £4.50 – a special subscribers discount price.

Please tick the appropriate box:

- ☐ I enclose £18.00 for a new CRASH subscription mainland UK
- ☐ I enclose £25.00 for a new CRASH subscription outside mainland UK – surface mail
- ☐ I enclose £38.00 for a new CRASH subscription outside Europe – Air mail
- ☐ I enclose £4.50 for the special subscriber Cybernoid 2 cassette offer.
- ☐ I am a new subscriber
- ☐ I am an existing subscriber. My subscription number is

☐☐☐☐☐☐☐☐

Please extend my subscription starting with issue No:

☐☐

EARLY WARNING:

If you wish your sub to commence with Issue 58, we must receive your coupon no later than 28th September 1988.

Please allow 28 days for your free gift.

*BACKISSUES*BACKISSUES*BACKISSUES*BACKIS
*BACKISSUES*BACKISSUES*BACKISSUES*BACKIS
*BACKISSUES*BACKISSUES*BACKISSUES*BACKIS

Please supply the following **BACK NUMBERS** (Circle required items):

3	4	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56

NORMAL BACK ISSUES £1.45 (Inclusive P&P)
XMAS ISSUES £2.15 (Inclusive P&P)

OVERSEAS PLEASE ADD £0.80 TO ABOVE PRICES

SPECIAL QUANTITY DISCOUNT:
Order FOUR issues and pay for THREE.

The Special Software Discount Offer Prices only apply to recommended retail prices for software, not to already highlighted, discounted special offers, hardware and other goodies. No other discounts may be applied.

CODE	ITEM	MEDIA	PRICE

TOTAL		
SUBS TOTAL		
BACKISSUES TOTAL		
ORDER TOTAL		

MY COMPUTER IS: ☐

Please use BLOCK CAPITALS

Name .....

Address .....

.....

.....

..... Postcode .....

Please make cheques/postal orders payable to CRASH. It is best to avoid sending cash payments. Please DO NOT enclose ANY order with mail to the EDITORIAL side of the magazine as this will result in DELAYS! Send your orders to the address below.

☐ I enclose a cheque/p.o. for £ ☐

☐ I wish to pay by **VISA/ACCESS** (Delete as appropriate)

Please debit my VISA/ACCESS ACCOUNT £ ☐

Please charge my account No:

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry Date _____ Signature _____

Access VISA

SEND THIS FORM TO:
CRASH HYPERMARKET, PO BOX 20, LUDLOW, SHROPSHIRE SY8 1DB

ROMANTIC ROBOT *present*

THE YEAR OF THE ROBOT

GENIE works with MULTIPRINT, MULTIFACE 1 and MULTIFACE 128 only.

GENIE

GENIE can disassemble ANY RUNNING program at ANY point.
Install GENIE into MULTIFACE or MULTIPRINT LOAD any program, RUN it, STOP it whenever you wish and let GENIE disassemble it. GENIE can also DUMP to printer, SEARCH and FIND text, op-codes, VIEW and ALTER contents of memory or Z80 registers, etc.
Essential for any m/code user

VIDEOFACE digitiser turns pictures from a video camera or recorder into standard hi-res Spectrum screens.
Screens can be copied to printer, incorporated into other programs, saved to tape/m/drive/disk, animated (6 different screens can be held by VIDEOFACE and changed as you wish).
VIDEOFACE is menu driven, fast and very easy to use – all you need is a Spectrum, COMPOSITE VIDEO signal and a lead.

£44.95

VIDEOFACE

You can even adjust the grain (the black and white ratio) and create special effects! VIDEOFACE is a unique, most useful and powerful add-on

THE ULTIMATE SPECTRUM PARALLEL PRINTER INTERFACE.

MULTIPRINT

INSTANTLY usable (software in ROM) LLIST, LPRINT and COPY plus a unique FREEZE BUTTON to stop any program and change any printing parameter (no COPY sizes & types, LINE feed, width, spacing, all margins, etc.) any time. Also fully PROGRAMMABLE in BASIC. Menu-driven a JOY TO USE. Built-in MULTI TOOLKIT. With 1.2m printer cable

ONLY £6·95

LIFEGUARD IS AN INFINITE LIFE FINDER. INSTALL IT INTO THE MULTIFACE ONE OR 128, LOAD ANY GAME AND LET LIFEGUARD LOOK FOR INFINITE LIVES, AMMO, ETC. ONCE IT FINDS IT YOU'LL WIN AGAIN AND AGAIN...

LIFEGUARD

INFINITE LIVES FINDER

MULTIFACE – THE ESSENTIAL SPECTRUM COMPANION

multiface one + 128

[illegible]

MULTIFACE 1 has a joystick interface and works in 48K mode
MULTIFACE 128 (not for Waladrives) in 48 & 128K mode
Disciple and +D versions on request

"A GOOD REASON TO BUY SPECTRUM + 3" *(Crash)*

"If you want to use commercial Spectrum software with the Plus 3 you MUST also buy a Romantic Robot Multiface 3, or Amstrad's disk drive will be useless with commercial software. The Multiface 3 is the ONLY reliable way to copy Spectrum programs to disk."
(Computer Shopper)

"Any 128K + 3 owner will find it a wonderful device, indispensable even."
(Sinclair User)

"THE PLUS 3 DISC SOLUTION" *(Sinclair User)*

multiface 3

THE ONE AND ONLY FULLY AUTOMATIC TAPE AND DISC COPIER

THE YEAR OF THE ROBOT · BE PART OF IT

I enclose a cheque/PO for £ .....

or debit my [Access] [Visa] No

Name ..... Card expiry .....

Address .....

+ p&p to UK & Europe	£ 1.00 ☐	Overseas	£ 2.00 ☐
MULTIFACE ONE	£ 39.95 ☐	MULTIFACE 128	£ 44.95 ☐
GENIE ONE	£ 9.95 ☐	GENIE 128	£ 9.95 ☐
MULTIFACE THREE	£ 44.95 ☐	M3 w/through port	£ 49.95 ☐
MULTIPRINT	£ 39.95 ☐	VIDEOFACE DIGITIZER	£ 44.95 ☐
LIFEGUARD	£ 6.95 ☐	MUSIC TYPEWRITER	£ 7.95 ☐
SPECTRUM + 3 DISCS	£ 2.75 ☐	SPEC. + 3 TAPE LEAD	£ 2.95 ☐

ROMANTIC ROBOT UK LTD 54 Deanscroft Ave, London NW9 8EN ☎ 24 hrs [Access] [Visa] 01-200 8870 CR

Allin Edwards

Have you ever wondered what makes the software industry tick? Why do Code Masters release so many simulator games? What colour socks does Andrew Hewson wear? (If any!) When are US Gold going to license The Royal Family? How did Activision get to release *Afterburner*, when so many other companies wanted it? If you have questions that you'd like to ask the men (and women) at the top of the country's top software houses then send them in to us. (The questions, not the men and women!)

Each month we'll take a 'top quality industry figure', restrain him in the Ludlow gibbet and bombard him with the questions YOU want to ask.

Next month's man-of-the-moment will be Ian Stewart, the illustrious father figure at Gremlin Graphics in Sheffield. If you want to know anything about Gremlin, software, BMWs or even police cones (!) pop your all-important questions on the CRASH Open To Question form. We'll put the most humorous and interesting questions to Ian, on your behalf.

The sender of the question of the month will receive a extraordinarily tremendous £40 worth of software and a cool 'n' trendy CRASH T-shirt. (Completely your own choice, of course.) Everyone else who gets their quizical offering printed within CRASH's hallowed pages will receive one of those cute little Olibugs. Send in your questions now! The coach for Gremlin is leaving any moment . . .

If you've got a question for the boss of Gremlin Graphics then slap it down on the dotted lines below . . .

Dear Mr Stewart, I've got a few questions for you . . .

1 .....
..... ?

2 .....
..... ?

3 .....
..... ?

NAME .....

ADDRESS .....
.....
..... **POSTCODE** .....

Cut out the form, slam it in an envelope and whisk the finished product off to OPEN TO QUESTION, CRASH, *PO Box 10, LUDLOW, Shropshire SY8 1DB.*

BARGAIN SOFTWARE:
309 Goldhawk Road, London W12 8EZ

Open 10 am to 8 pm 6 days a week

BUY BY PHONE
RING 01-995 3652
01-741 1222
0525 371884

ENQUIRIES RING 01-748 3597

PRICE PROMISE

If you wish to purchase any product from our list and find that you can buy the same product cheaper from another mail order company, simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be a current issue). Price Promise does not apply to other companies' "Special Offers"

ALL 30 GAMES ONLY £5.90

ANTICS	DEMON KNIGHT	TUBECUBE
PLANTFALL	NED'S GARDEN	INVASION
GRIDRUNNER	SPACE INTRUDERS	ESCAPE
BISMARK	MIGHTY MAGUS	LAZERZONE
METEOR STORM	FALL OF ROME	STRONTIUM DOG
JET SET GORTIE	DRAUGHTS	PYRAMANIA
3D TUNNEL	XADOM	MICROMOUSE
STOCKMARKET	DETECTIVE	DRAGONS BANE
FRIDGE FRENZY	20 TONS	CARPET CAPERS
THE VALLEY	CHESS PLAYER	BLOOD 'N' GUTS

WE ARE THE CHAMPIONS only £7.45
1K + RENEGADE + RAMPAGE + BARBARIAN + SUPERSPRINT

HIT PAK 6 (VOL 3) £7.45
GHOSTS & GOBLINS + PAPERBOY + ENDURO RACER + LIVING DAYLIGHTS + DRAGONS LAIR I + DRAGONS LAIR 2

TOP TEN ONLY £7.45
SABOTEUR + SABOTEUR 2 + SIGMA 7 + CRITICAL MASS + AIRWOLF + DEEP STRIKE + TURBO ESPIT + THANTOSS + BOMBJACK II + COMPACT LYNX

BEST OF ELITE Vol 2 ONLY £7.99
PAPERBOY + GHOSTS & GOBLINS + SPACE HARRIER + BOMBJACK 2

ALL STARS £6.99
XECUTOR + INSIDE OUTING + BOBBY BEARING + SHADOW SKIMMER + MINDSTONE + WARLOCK + PSYTRAXX + BRIAN BLOODLAKE + THATS THE SPIRIT + STARBIKE

COMPUTER HITS IV ONLY £6.99
PULSATOR + CITY SLICKER + REVOLUTION + STARQUAKE + DEACTIVATOR + SACRED ARMOUR + BRIDE OF FRANKENSTEIN + ICON MATS + CONTACT SAME CRUISE + DANDY + PYRACURSE + SPIN DIZZY

NOW GAMES 3 ONLY £4.99
NICK FALDO PLAYS THE OPEN + SORCERY + CODENAME MAT II + EVERYONE'S A WALLY + VIEW TO KILL

MAGNIFICENT 7 ONLY £7.45 DISC £13.95
HEAD OVER HEELS + COBRA & ARKANOID + SHORT CIRCUIT + WIZBALL + FRANKIE GOES TO HOLLYWOOD + GREAT ESCAPE + YIE AR KUNG FU

10 GREAT GAMES VOL II ONLY £7.45
ALIF MONTY + MASK + DEATHWISH 3 + JACK THE NIPPER 2 + BULL DOG + THING BOUNCES BACK + FINAL MATRIX + BASIL THE GREAT MOUSE DETECTIVE + CONVOY RAIDERS + SAMURAI TRILOGY + REBOUNDER + DUCT

SOLID GOLD ONLY £7.45 DISC £10.99
GAUNTLET + ACE OF ACES + LEADERBOARD + WINTER GAMES + INFILTRATOR

LIVE AMMO ONLY £7.45 DISC £10.99
ARMY MOVES + RAMBO + GREEN BERET + TOP GUN + GREAT ESCAPE

BEST OF ELITE ONLY £4.99
BOMBJACK + FRANK BRUNO'S BOXING + COMMANDO + AIRWOLF

GAME SET AND MATCH ONLY £8.99 (DISC £13.99)
FEATURING: BASKETBALL · SOCCER · VAULT · SWIMMING · SHOOTING · ARCHERY · TRIPLE JUMP · WEIGHTLIFTING · PING PONG · PISTOL SHOOTING · CYCLING · SPRINGBOARD DIVING · GIANT SLALOM · ROWING · PENALTIES · SKI JUMP · TUG OF WAR · TENNIS · BASEBALL · BOXING · SQUASH · SNOOKER/POOL

KONAMI ARCADE COLLECTION £7.45 (DISC £13.99)
JAILBREAK + GREEN BERET + YIE AR KUNG FU + PONG PONG + MIKEY + JACKAL + HYPERSPORTS + NEMESIS

	RRP	OUR PRICE
1943	8.99	7.50
720	8.99	7.50
A.T.F.	8.95	6.25
ACE 2088	7.95	5.50
ACTION FORCE II	8.95	6.50
ADVANCED ART STUDIO +2	24.95	16.00
AIRBOURNE RANGER	14.95	11.20
ALIEN SYNDROME	9.99	6.95
ALTERNATIVE WORLD GAMES	7.99	5.50
ARKENOID II – REVENGE OF DOH	7.95	5.50

ANY TITLE ONLY £3.99
ALIEN 8
AVENGER
BARRY MCGUIGANS BOXING (128K)
DARK SCEPTRE
GAUNTLET
GAUNTLET II
GYRON
KAT TRAP
LITTLE COMPUTER PEOPLE (128K)
MADBALLS
QUAZERTON
REVOLUTION
ROAD RUNNER
ROBIN O' THE WOOD (128K)
SORDERON'S SHADOW
SPIDER MAN
TWISTER
UNDERWURLDE
WINTER GAMES (128K)

BARBARIAN (Psygnosis)	9.99	7.45
BARBARIAN II	9.95	6.75
BATTLE FOR MIDWAY		4.99
BIONIC COMMANDOS	8.99	7.50
BLACK LAMP	7.95	5.50
BLACK TIGER	8.99	6.50
BOOT CAMP 19	9.95	6.50
BUBBLE BOBBLE	7.95	5.90
BUGGY BOY (Disc £9.99)	7.99	6.75
CARRIER COMMAND	14.95	9.95
CHUBBY GRISTLE	7.95	6.50
CYBERNOID II	7.95	6.50
DALEY THOMPSON OLYMPIC CHALLENGE	9.95	6.99
DARKSIDE (DISK £10.50)	9.95	6.75
DOUBLE DRAGON	7.99	5.50
DREAM WARRIOR	8.99	6.50
DRILLER	14.95	9.99
EDDIE EDWARDS SKI CHALLENGE	8.95	6.50
ELITE	9.95	7.45
EMPIRE STRIKES BACK	9.95	6.95
F15 STRIKE EAGLE	9.95	6.50
FIRE & FORGET	8.99	6.70
FLINTSTONES	8.95	6.50
FOOTBALL DIRECTOR	8.95	6.00
FOOTBALL MANAGER II	9.95	6.50
FOXX FIGHTS BACK	8.95	6.50
G.I. HERO	7.95	5.50
GARY LINEKER'S HOTSHOT	7.99	6.50
GARY LINEKER'S SUPERSKILLS	7.99	6.50
GREAT GIANA SISTERS	8.99	7.45
GRYZOR	7.95	4.50
GUNSHIP (Disc £9.99)	9.99	6.40
HOPPING MAD	8.95	6.50
HOTSHOTS	8.99	6.50
IKARI WARRIORS	8.99	6.50
IMPOSSIBLE MISSION II	8.99	7.50
JACK THE NIPPER II	7.99	5.50
LAST NINJA II	12.99	8.99
LEADERBOARD	9.99	6.99
MARAUDER (Disk 9.99)	7.99	6.50
MATCH DAY II	7.95	5.99
MICKEY MOUSE	7.99	5.50

	RRP	OUR PRICE
NETHERWORLD	9.95	6.50
NIGHT SHADE	9.95	4.99

ANY TITLE ONLY £2.99
DRAGONS LAIR I OR II
DYNAMITE DAN
E. KIDD'S JUMP CHALLENGE
EQUINOX
GHOSTBUSTERS (128K ONLY)
HEARTLAND
HYSTERIA
LEGEND OF THE AMAZON WOMAN
MANIC MINER
MANTRONIX
MASK
MS PACMAN
MYSTERY OF THE NILE
NEMESIS THE WARLOCK
NEMISES
POLE POSITION
QUARTET
ROCK 'N' WRESTLE
SHADOW FIRE
SIDE WIZE
STAR PAWS
SUPER SPRINT
YOUNG ONES

OPERATION WOLF	7.95	5.50
OUT RUN	8.99	7.50
PAC LAND	8.99	6.50
PINK PANTHER	8.99	7.50
PLATOON	9.95	6.75
POWER PYRAMID	8.95	6.50
PYSCHO PIG UXB	8.95	7.50
RASTAN SAGA	7.95	5.90
RINGWARS	9.99	6.70
ROAD BLASTERS	8.99	7.50
ROLLING THUNDER	8.99	7.50
RYGAR	8.99	7.50
SALAMANDER	7.95	5.90
SOLDIER OF LIGHT	7.95	5.90
SPY V SPY TRILOGY	9.99	6.70
STAR WARS	9.95	6.50
STREET FIGHTER	8.99	7.50
STREET SPORTS SOCCER	8.99	7.45
SUMMER OLYMPIAD	7.95	6.50
T-WRECKS	7.99	6.50
TARGET RENEGADE	7.95	5.50
TELADON	8.99	6.50
THUNDERCATS (Disc £9.99)	7.95	6.20
TIME & MAGIK	14.95	11.20
TRACK SUIT MANAGER	8.95	6.50
TRAZ	8.95	6.50
TROLL	9.99	6.70

ONLY £1.99
ORBIX THE TERRORBALL
PITFALL II
TINDERBOX
TOY BIZZARE
ZENJI

VAMPIRES EMPIRE (Disc £9.99)	8.99	6.50
VICTORY ROAD (Disc £9.99)	7.99	5.50
VINDICATOR (GREEN BERET II)	7.95	5.50
VIRUS	7.95	6.50
WHERE TIME STOOD STILL (128K)	7.95	5.90
WORLD CLASS LEADERBOARD	8.99	7.50

BARGAIN SOFTWARE ORDER FORM

CRASH/MAY ISSUE

Please send me the following titles. BLOCK CAPITALS please!

Type of computer

Title	Amount
Total enclosed £	

Date .....

Name .....

Address .....

.....

.....

.....

Tel. no. .....

VISA

Please make cheques or postal orders payable to **BARGAIN SOFTWARE.**

Prices include P & P within the U.K: Europe please add £0.75 per tape:

Elsewhere please add £1.00 extra per tape

VISIT OUR NEW SHOP 18 MARKET SQUARE LEIGHTON BUZZARD BEDS.

A CD PLAYER UP FOR GRABS!!

AND HAVE AN ACE DAY OUT

CRASH COMPETITION

Are you brave enough to face the terrors in ***Alien Syndrome***? **Ace**'s new hit coin-op conversion has been awarded a CRASH Smash in this very issue. Well you may not want to enter the Alien's den, but Ace have very kindly offered to allow one lucky winner to enter theirs. Yes you, if you are the fortunate winner, will be whisked (with all expenses paid) to the headquarters of Softek International (parent company of the Ace label) for a trip around their offices. You'll be able to see how a large software company *really* works. Then, when you have been allowed to catch your breath (and any other freebies they throw at you), you'll be taken to a local arcade and allowed to play *Alien Syndrome* and other coin-ops, to your hearts content, with Ace putting the coins in the slot for you.

At the end of the day you will be presented, amid much pomp and ceremony, with a high-tech **CD player** (coo, what a pose), a Softek International (that includes Softek, Ace and The Edge) **game of your choice**, and an *Alien Syndrome* **poster**. **Twenty runners-up** will receive a Softek game of their choice and a poster (hum, one of those would look nice in my broom cupboard, it would cover up some of the damp patches). So do you feel up to bashing the heck out of the baddies now?

Cast a photo-receptive cell (that's an eye, isn't it?) over the following multiple choice questions, and you could be the lucky winner of that trip to Softek International and the arcade. So don't be a wimp, send your answers (on a postcard) in by October 21 and we promise not to kick sand in your face. Well, not unless the CRASH Judges say so, cos their decision is final. The address is (as always) **HAVE AN ACE DAY OUT, CRASH, *PO Box 10, LUDLOW, Shropshire SY8 1DB***.

1 Who released the original arcade game, *Alien Syndrome*?
a) Taito
b) Data East
c) Sega
d) None of them

2 Who are the two brave heroes of the game?
a) Jeff and Mary
b) Ricky and Mary
c) Ron and Mary
d) Ron and Nancy

3 What is the small robot bodyguard who protects your rear?
a) An Opinion
b) An Option
c) An Operation
d) An Omelette

4 How many people have to be rescued from each level?
a) 5
b) 10
c) 15
d) 20+

5 Who programmed the Spectrum version of *Alien Syndrome*?
a) Nick Roberts
b) Frank Roberts
c) Pamela Roberts
d) Robert Nicks

KOBRAHSOFT SPECTRUM 48k/ 128K/ +2/ +3 UTILITIES

SP3 TAPE TO +3 DISC UTILITY:– Transfer tapes to +3 Disc. Many transfer examples Transfer PROTECTED progs; Handles Pulsing programs; FULL Manual; FREE Disassembler + Header Reader:– **£7.95**

D.I.C.E.:– Multi-function disc utility for the +3. Modify and read sectors, Back up discs; FULL Directory; Recover erased files; Lock out faulty files; Erase/Rename files; String search; Menu Driven; Easy to use – **£12.95 on Disc.**

SD4 TAPE TO M/D UTILITY:– Transfer MOST tape programs to M/D.; Large suite of programs; Transfers PROTECTED programs; FULL Manual; FREE Disassembler: – **£7.95 (£9.95 on Cart)**

SW1 TAPE TO WAFA DRIVE UTILITY:– Transfer tapes to Wafadrive. Handles PROTECTED programs; Pulsing programs. FULL Manual; FREE Disassembler:– **£7.95**

SCS ADVANCED TAPE UTILITY:– Backup the vast majority of your tapes. Handles Fast Loaders, LONG blocks (up to 80k by code compression); Pulsed programs; Multi blocks; 128k programs:– **£7.95**

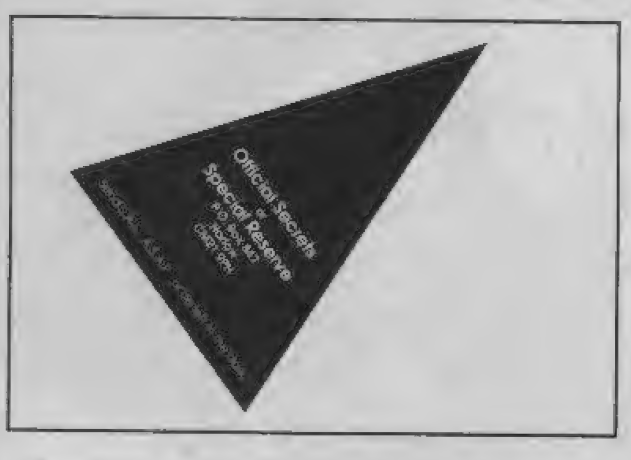
KOBRAHSOFT SPECTRUM CODE COURSE:– FULL course from beginner to advanced level. Applies to ALL Spectrums. Suitable for everyone. Comes with FREE Disassembler:– **£20**

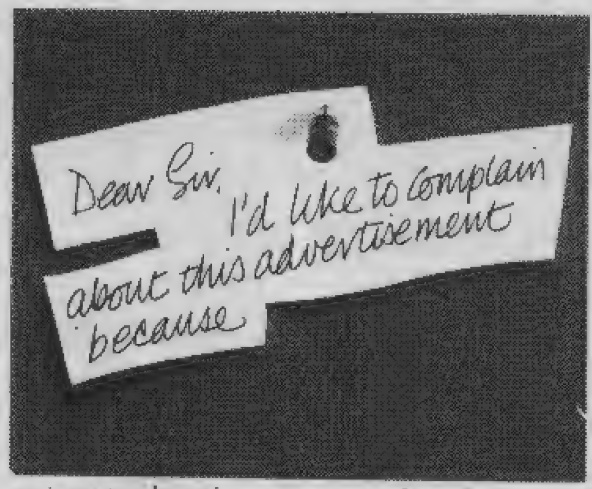
SD4 TAPE TO OPUS DRIVE UTILITIES:– Same as SD4, but transfers to opus drive – **£7.95 (£9.95 on Opus disc)**

ALL UTILITIES COVERED BY OUR MONEY BACK GUARANTEE -- BUY WITH CONFIDENCE!

Send cheque/P.O. to:– 'KOBRAHSOFT', DEPT CR, 'Pleaseant View', Hulme Lane, Hulme, Nr Longton, Stoke-on-Trent, Staffs. ST3 5BH. (Overseas:– EUROPE add £1 P+P PER ITEM, others £2). Send SAE for detailed Catalogue – mark envelope 'ENQUIRY'.

If you require any further information, please telephone:– 078 130 5244





Most advertisements are legal, decent, honest and truthful. A few are not, and, like you, we want them stopped.

If you would like to know more about how to make complaints, please send for our booklet: 'The Do's and Don'ts of Complaining'. It's free.

The Advertising Standards Authority.

We're here to put it right.

ASA Ltd., Dept. Z, Brook House, Torrington Place, London WC1E 7HN

This space is donated in the interests of high standards of advertising

Skill.....Tactics.....Strategy.....Decisions.....Excitement.....Tension.....Action

FOOTBALL & CRICKET

QUALITY STRATEGY GAMES from E & J SOFTWARE (Established 1984)

EUROPEAN CHAMPIONS ★ NEW ★ - THE INTERNATIONAL CHALLENGE OF THE EUROPEAN NATIONS CUP - Genuine Nations Cup Format with full Random Draw of 32 Seeded Teams - Fixture List, Results and League Tables of ALL 8 Groups - Discipline & Medical Reports - Squad of 22 Players plus Other Players available - 17 Month Itinerary of Qualifying Group (Arrange Friendlies) and Finals - Plus many more Superb Features and Options. EUROPEAN CHAMPIONS includes E & J's *MATCH PLAY SYSTEM* an imaginative and exciting new style of match presentation which captures the ACTION, DRAMA & TENSION of International Football.

WORLD CHAMPIONS - A COMPLETE WORLD CUP SIMULATION - Select Friendlies - 25 Players - Qualifying Group - 2 In-Match Subs - Discipline Table - Select Four Opponents - Extra Time - Final Rounds - Players Gain Experience - 7 Skill Levels - TEXT MATCH SIMULATION including:- Bookings, Goal Times, Named & Recorded Goal Scorers, Injury Time, Corners, Free Kicks, Match Clock, Penalties - PLUS many more Features.

PREMIER II - CAN YOU HANDLE ALL OF THIS? - Play all Teams Home & Away - Unique Transfer Market - Team & Substitute Selection - Named & Recorded Goal Scorers - Injuries - Transfer Demands - Continuing Seasons - Squad Listing ALL Teams Financial Problems - 7 Skill Levels - Offers to Manage other Teams - Sackings - Managers's Salary - Save Game - Team Styles - Bank Loans - AND many more Features.

EUROPEAN II - THE MOST COMPLETE SIMULATION OF EUROPEAN CLUB FOOTBALL YOU CAN BUY - Home & Away legs - Full Penalty Shoot-Out (with SUDDEN DEATH) - 2 In-Match Subs - Away Goals count Double (if Drawn) - Full Team & Sub Selection - Extra Time - 7 Skill Levels - Enter your own PREMIER II Winning Team - TEXT MATCH SIMULATION plus Sending Off and Disallowed Goals - Results Table - PLUS MUCH MORE!

CRICKET MASTER - A SUPERB SIMULATION OF ONE DAY INTERNATIONAL/COUNTY CRICKET - Weather, Wicket & Outfield Conditions - Batting & Bowling Tactics - Team Selection - Fast, Medium & Spin Bowlers - 4 Types of Batsmen - Select Field Layout - 3 Skill Levels - Wides - Byes - No Ball - Run Out - Misfield - Dropped Catches - Scoreboard - Batting & Bowling Analysis - Run Rate - Single Option - 3 Game Speeds - STAR FEATURE a complete MATCH OVERVIEW showing Ball by Ball Action and Commentary and MUCH MORE!

TEST MASTER ★ NEW ★ A COMPREHENSIVE SIMULATION OF A 5 DAY TEST MATCH -Includes most of the Features of CRICKET MASTER and MATCH OVERVIEW plus Declarations - Nightwatchman - Light Meter - Rain Stops Play - Varying Number of Overs per Day - Follow On - Save Game - New Ball - Bad Light Interruptions - TEST MASTER is a True representation of a Complete Test Match and offers the ULTIMATE CHALLENGE to All Cricket Enthusiasts.

CRICKET MASTER & TEST MASTER prices include a FREE pad of SCORESHEETS

Software availability	Spectrum Any 48/128K Tape	Spectrum Any 48/128K Disc + 3	Commodore 64/128K Tape	Commodore 64/128K 5¼" Disc	Amstrad CPC Tape	Amstrad CPC 3" Disc
EUROPEAN CHAMPIONS	£7.95	£11.95	n/a	n/a	n/a	n/a
WORLD CHAMPIONS	£6.95	£10.95	£7.95	£10.45	£7.95	£11.95
PREMIER II	£6.95	£10.95	£7.95	£10.45	£7.95	£11.95
EUROPEAN II	£6.95	£10.95	£7.95	£10.45	£7.95	£11.95
CRICKET MASTER	£7.95	£11.95	£8.95	£11.45	£8.95	£12.95
TEST MASTER	£8.95	£12.95	n/a	n/a	n/a	n/a

FANTASTIC VALUE: Special Discount of £2.00 for every EXTRA game purchased (e.g. buy 2 Games deduct £2.00 from TOTAL - buy 3 Games deduct £4.00 from TOTAL - 4 Games £6.00 etc).

ALL GAMES are available by MAIL ORDER for *IMMEDIATE* despatch by 1st class post and include Full Instructions. (OUTSIDE UK please add £1.00 for postage and send payment in Pounds Sterling only).

PLEASE STATE WHICH MACHINE AND TAPE OR DISC.

Cheques or Postal Orders payable to E & J Software.

Send to: E & J SOFTWARE, Room 3 , 37 Westmoor Road, ENFIELD, Middlesex EN3 7LE.

MEGASAVE FANTASTIC SAVINGS

Arcade Force Four	6.56	G. Lineker's Soccer	D2 4.95	Rolling Thunder	5.95
Airborne Ranger	7.25	G. Gians Sisters	D1 6.25	Roy of the Rovers	6.45
Adv. Tactical Fighter	D2 5.95	Game Set & Match	D3 9.95	Rastan	D1 5.15
Alter. World Games	4.95	Gryzor	D1 4.95	Road Blasters	D2 6.25
Apache Gunship	D4 6.45	Garfield	5.95	Dream Warrior	6.25
Arkanoid II	D1 4.95	Gauntlet (disc only)	8.95	The Games (Winter)	D1 6.45
Alien Syndrome	5.95	Gauntlet II	D2 5.95	Samurai Warrior	5.15
Action Force II	D1 4.95	Gold/Silver/Bronze	D3 10.50	Salamander	5.15
Bards Tale	8.95	Gutz	5.15	Sidearms	D2 5.95
Barbarian II	6.45	Guild of Thieves Disc	10.95	Super Hang-on	6.45
Battle Valley	5.15	Guerilla Wars	5.95	Star Wars	D1 6.45
Beardsleys Int Soccer	6.25	Heroes of Lance	D1 6.95	Solid Gold	D1 6.45
Beyond Ice Palace	D2 4.95	Hercules Slayers	D2 6.45	Street Basketball	6.25
Black Tiger	D2 6.25	Hotshot	5.95	Summer Olympad	5.15
Buggy Boy	D1 4.95	Hopping Mad	D2 5.15	Shackled	D2 5.95
Boot Camp 19	5.95	Imposs. Mission II	5.95	Sentinel (Disc only)	8.95
Bubble Bobble	5.15	Ikari Warriors	D2 5.95	Stallingrad	6.95
Blood Valley	5.15	Jinxter +3 disc only	10.95	Soldier of Light	4.95
Bionic Commandos	5.95	Karate Ace	D1 9.25	Skate Crazy	D2 4.95
Blood Brothers	D2 6.45	Karnov	6.45	Star Glider (Disc only)	10.95
Cybernoid 2	5.25	Konami's 10 Hits	D3 6.95	Streetfighter	D1 5.95
Captain Blood	D1 6.95	Laser Squad	6.25	Farropods	6.45
Carrier Command	D4 10.95	Last Ninja II	8.75	T-Wrecks	D2 5.15
Chubby Gristle	6.25	Live Ammo	D1 6.45	Timescanner	5.95
Collected Wks (Ultimate)	D4 8.95	Mad Mix	D2 5.25	Top 10 Collection	D1 6.95
Corruption Disk Only	11.95	Magnificent Seven	D3 6.45	Traz	D2 5.95
Combat School	D1 4.95	Marauder	D2 5.15	Tracksuit Manager	6.95
California Games	D1 8.45	Matchday II	D1 5.15	Time and Magic	10.95
Crosswize	4.95	Mickey Mouse	D2 5.15	Terramex	5.95
Crazy Cars	D1 6.25	Mindfighter	9.95	The Double	7.95
Champions	D1 6.45	N. Mansell's Grand Prix	D4 6.95	Tetris	4.95
Daley Thompson	D2 6.75	Night Raider	8.75	Trantor	5.95
Driller	D3 9.95	Netherworld	D2 5.15	Thundercats	D1 4.95
Desolator	5.95	Outrun	D1 5.95	Time Stood Still 128	D2 4.95
Diamond	5.95	Olympiad 88	5.15	Target Renegade	5.15
Dream Warrior	5.95	Overlord	6.45	The Dark Side	D1 6.25
Earthlight	4.95	Operation Wolf	5.15	Track Suit Manager	7.95
Eliminator	D2 5.15	Overlander	D2 5.15	Typhoon	5.95
Empire Strikes Back	6.45	Oop's	5.15	Venom Strike Back	4.95
Fernandez Dio	D2 5.95	PHM Pegasus	D4 6.95	Victory Road	5.15
Fire & Forget	6.25	Power Pyramids	5.95	Virus	5.15
Football Manager II	D1 6.45	Predator	6.45	Vindicator	5.15
Forx Fights Back	D2 5.95	Platoon	D1 6.45	World Class Leaderb'd	D2 6.45
Flying Shark	4.95	Pegasus Bridge	D4 9.95	Whirligig	D2 5.15
Firefly	D1 4.95	Pac-Land	5.95	6 Hit Pac Vol 3	D1 6.45
Football Director	5.95	Pink Panther	D2 5.95	10 Great Games	D4 8.95
Football Dir. II 128	D3 13.95	Pawn (Disc only)	13.95	4 Hits (Hewson)	D1 5.95
Flintstones	5.95	Psycho Pig UXB	D2 5.95	720°	5.95
G. I. Hero	5.15	Par 3	D3 10.95	1943	D2 6.25
G. Lineker's Hotshot	D2 6.25	Rambo 3	5.95	4 × 4 Off Road Racing	6.25
G. Lineker's Sup Skills	D2 5.15	Robo-cop	5.95		

Mail order only. Postage included Great Britain. EEC add 75p per item. Overseas add £1.50 per item. Fast Service.

Send cheque/PO to MEGASAVE Dept CR, 49H Sutherland St, Victoria, London SW1V 4JX

Please send for free list of new releases on Amstrad, C16, MSX, Atari ST, Amiga, Commodore, Spectrum and +3 disc. STATE WHICH LIST. Future League Ltd.

Please note new programs will be sent the day they are released.

D = +3 Disc
D1 @ £9.95
D2 @ £8.75
D3 @ £13.95
D4 @ £10.95

Access

HAVE YOU LOST THAT SCORING TOUCH? GOT CRAMP IN YOUR TRIGGER FINGER? NEVER MIND, YOU'LL SOON START FEELING BETTER, IF YOUR NAME APPEARS IN PHIL KING'S

SCORES

Yes, that's because even the paltriest points-total can earn a place alongside the mega-score of the most frenzied of joystick jigglers in **SCORES**. Each month the top score for each game is printed along with two humbler efforts. So even if you're score is lower than Nick Roberts's temperature (he's so-o-o cool!), your name could still appear with those of million-point maniacs and 17-fingered aliens from Saturn (? – Ed). And furthermore, each entry stands an EQUAL chance of winning the sender a fabulous **£40** worth of software, a super-trendy CRASH cap and a cool CRASH T-shirt. Four lucky runners-up also get caps and T-shirts, so don't just sit there – get scoring!

ACTION FORCE II	Virgin
Hussam Abu Ragheb, Sheffield	882000
Antonio Quina, Liuda-a-Velba, PORTUGAL	451150
Richard Forder, Sheffield	416050

ARKANOID – REVENGE OF DOH	Imagine
John Shearman, Stockport	2511760
Andrew Wilson, Romford	1811220
Demetres Anagnostou, Athens, GREECE	1429240

ATF	Digital Integration
Roger Shaw, Bognor Regis	63050
Daniel Schlosberg, Raanana, ISRAEL	36880
Andrew Kwaan, Windlesham	16230

BASKET MASTER	Imagine
Conor Michael Sheehan, Dungannon	94-01
Julian Smythe, Wickenham	90-5
John Matthews, Great Amwell	89-8

BIONIC COMMANDO	GO!
Paul Seamark, Langford	256590
Neil Humphreys, Aberystwyth	211470
Leigh Bestford, Wallsend	61250

COBRA	Ocean
Kenneth Little, Hamilton	936450
Matthew Holmes, Plymouth	97150
Matthew Lee, Sheffield	87300

COMBAT SCHOOL	Ocean
Anthony Thompson, Fleetwood	891800
Edward McConville, Antrim	498200
Chris Gorman, Kilwinning	75650

CYBERNOID	Hewson
Grenville Riley, Wednesbury	640360
Raymond Livingstone, Glasgow	568100
Kevin Davies, Newport	93250

DARK SIDE	Incentive
Ciarán Walsh, Dublin, EIRE	5447250
Simon Brown, Portsmouth	2685220
Stuart Thomson, East Kilbride	1650000

DRILLER	Incentive
John Shearman, Stockport	3500000
Duncan Reid, Campbelltown	2645401
David Aitken, Kirkintilloch	2100110

ENDURO RACER	Activision
Ian Garner, Stockport	7314827
Carl Collins, Norwich	495365
Gary Templeton, Douglas	345375

FIREFLY	Ocean/Special FX
Steven Bowman, Reading	1150560
Anders Dunkler, Svalov, SWEDEN	612360
Paul Scott, Sheffield	430150

FLYING SHARK	Firebird
M Needs, Telford	1309300
John Waterhouse, Chester	159725
Jamie Harle, West Lothian	120570

GRYZOR	Imagine
Damian Collier, Rothwell	731830
Kevin Bagnell, Royston	163000
Mark Blackman, Harrow	51110

IK+	System 3
Mark Daines, Arundel	761000
Neil Innes, East Lothian	454109
Scott Carruthers, Norwich	121300

KARNOV	Electric Dreams
Jamie Small, Nottingham	437220
Leighton Jones, Saltburn	402170
Stephen Booth, Bury	175300

MARAUDER	Hewson
Simon J Ladds, Grantham	431950
Douglas Satchwell, Cannock	172050
Darren Tuzzio, Banbury	20400

PLATOON	Ocean
Andrew Simmons, Winkleigh	571700
Steven Cann, Yorkley	436384
Andy Hewitt, Southsea	46930

RAMPAGE	Activision
Paul Wakeling, Leicester	915670
James Cane, Middlesbrough	771200
Chris Priestley, Oxford	9950

ROADBLASTERS	US Gold
Damian Collier, Rothwell	889880
Trevor Grigg, Welwyn	648910
Gavin Gilbert, Royston	429786

TARGET; RENEGADE	Imagine
Robert Collier, Leominster	2338000
Nicola Johnston, South Wirral	1985500
Stephen Kaslewicz, Glasgow	224140

THE EMPIRE STRIKES BACK	Domark
Richard Johns, Milton Keynes	7372195
Stephen McNally, Renton	759214
Paul Salkeld, Sheffield	739000

THUNDERCATS	Elite
Simon Harwood, Dorking	786000
Chris Harris, Wirral	596700
Kathryn Waldock, Bishop Auckland	584630

ZYNAPS	Hewson
Ross Davidson, Peebles	903600
Jamie Hampson, Cambridge	471550
G Battye, Harare, ZIMBABWE	364275

WINNERS

Ian Garner from Stockport is this month's lucky winner of **SCORES**. As well as the obligatory CRASH cap and T-shirt, he takes away a superb selection of software, including Ocean's action-packed *We Are The Champions* compilation and those snorting *Psycho Pigs UXB* (why can't they do a game about sheep?!). CRASH caps and T-shirts also go to the fortunate four runners-up. They are **Kevin Davies** of Newport in Gwent, **Raymond Livingstone** from Newton Mearns near glorious Glasgow, **Chris Gorman**, also from north of the border in Kilwinning, and last but not least **Matthew Holmes** from the nautical (but nice) town of Plymouth.

PUBLIC SERVICE ANNOUNCEMENT 4 — Well, the threat of sitting next to Kati Hamza seems to have done the trick – no cheats at all this month. Or perhaps they've just all turned over a new leaf and promised to send only genuine scores in future. (Nah, shouldn't think so – Ed.) But wait a second, what's this I see before my eyes. Someone called Nick Roberts [rings a bell] is claiming a *Dark Side* score of over five and a half million. Shame on him, we all know the POKEing ponce must have cheated!

Don't forget – any score sent in to **SCORES** can win you a prize, *even if it's not printed* – but avoid unwanted public exposure, don't cheat!

SEND ME YOUR SCORES

NAME ..... **AGE**.....

ADDRESS .....

.....

..... **POSTCODE** .....

MY SCORES ARE:

GAME	**SCORE**
1	
2	
3	

Send this form (or a copy) with your scores for up to three games to **PHIL KING'S SCORES, *CRASH*, *PO Box 10, Ludlow, Shropshire SY8 1DB***. ONLY GENUINE SCORES WILL BE ACCEPTED; any improbably huge scores will be immediately binned and the sender will be forced to share a desk with Mark Caswell – a fate worse than hearing him sing *Living In America*!

IF I WIN TOP PRIZE I WOULD LIKE THIS £40 WORTH OF SOFTWARE: .....

.....

AND IF I WIN ANY PRIZE I WOULD LIKE THIS CRASH T-SHIRT, CHOSEN FROM THOSE ADVERTISED IN THE CRASH HYPERMARKET: .....

The decision of the super-powerful CRASH judges is final in all respects. So don't even let the thought of a confrontation cross your mind – you don't stand a chance.

DON'T MISS OUT ON

CRASH
ZX SPECTRUM

To ensure you get your regular copy of CRASH, order it from your local newsagent by handing in this form.

TO THE NEWSAGENT

Please place me a regular order for **CRASH** magazine.

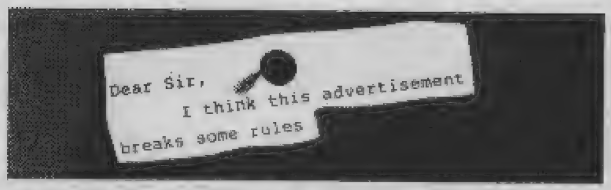
Name: .....

Address: .....

.....

Signature: .....

CRASH is a monthly SOR magazine from Newsfield Publications, Ludlow, Shropshire, distributed by **COMAG**, *Tavistock Road, West Drayton, Middlesex.* It is published on the third Thursday of every month, price £1.25. Please contact your wholesaler or COMAG for any further information.



Advertisements are expected to conform to rules and standards laid down by the Advertising Standards Authority. Most do. The few that don't we'd like you to write in about

And if you'd like a copy of these rules for press, poster and cinema advertisements, please send for our booklet. It's free.

The Advertising Standards Authority.

We're here to put it right.

ASA Ltd., Dept. Y, Brook House, Torrington Place, London WC1E 7HN

AT LAST!

SPECTRUM SPARES

AT REALISTIC PRICES

All prices include post/packing, handling and VAT

ULA 6C001	£11.99	SPECTRUM K/BOARD MEMBRANE	£4.99
128k ROM	£11.99	SPECTRUM K/BOARD MAT	£5.49
Z80A	£2.99	SPECTRUM K/BOARD TEMPLATE	£4.99
7805 REG	£1.49	SPECTRUM+ MEMBRANE	£9.99
4116 RAM	£1.49	MODULATOR	£9.99
SPEC PSU	£10.49	S/MANUAL	£22.99

Remember all prices include P & P, handling and VAT

Full spares list available / Trade enquiries welcome

Access/Visa. 24-hour T.A. service

SPECTRUM REPAIRS £9.99 + PARTS

ELECTRONIC SERVICES

176 VICTORIA ROAD WEST, CLEVELEYS, BLACKPOOL FY5 3NE

Tel. (0253) 822708

WORLDWIDE SOFTWARE
1 Bridge Street
Galashiels
TD1 1SW
Tel: 0896 57004
(24 hours)

LOW PRICES

WORLDWIDE SOFTWARE

Access VISA

WORLDWIDE SOFTWARE
48 Stoney Street
Nottingham
NG1 1LX
Tel: 0602 480779
Fax: 0602 483102

FAST DELIVERY

SPECTRUM +3 DISK SOFTWARE

19 Boot Camp	10.85
Action Force II	10.85
Airborne Ranger	14.95
Alien Syndrome	10.85
Bamboozle	9.75
Barbarian II	10.85
Bards Tale	11.99
Adv Dungeons & Dragons each	11.99
Bionic Commandos	11.55
Brian Clough's Football	9.45
Bubble Bobble	9.45
Carrier Command	11.45
Colossus Chess 4	10.85
Combat School	9.45
Corruption	11.95
Daley Thompson Olym Chal	9.45
Dark Side	10.85
Deluxe Scrabble	11.95
Desolator	11.99
Eddie Edwards Super Ski	9.45
Empire Strikes Back	10.85
Fernandez Must Die	9.75
Fire & Forget	10.85
Football Manager II	10.85
Foxx Fights Back	9.75
Games Winter Edition	9.99
Gary Linekers Hot Shot	9.99
Gary Linekers Sup Skill	9.99
Gold, Silver, Bronze	14.99
Great Giana Sisters	9.99
Guerilla Wars	10.85
Guild of Thieves	11.95
Gunship	9.45
Hopping Mad	9.45
Ikari Warriors	9.45
Jinxter	11.95

+3 Business and Utilities

Masterfile plus 3	24.95
Professional Adventure Writer	20.95
Tas-Sign Plus 3	14.95
Tas-Spell Plus 3	14.95
Tascalc Plus 3	14.95
Tasprint Plus 3	14.95
Taswide Plus 3	7.25
Tasword Plus 3	14.95

SPECTRUM CASSETTE

Action Force II	6.55
Adv Dungeon & Dragons each	7.99
Airborne Ranger	10.85
Alien Syndrome	6.55
All Stars	6.55
Bamboozle	6.55
Barbarian (Psygnosis)	7.25
Barbarain II	7.25
Bards Tale	7.55
Battlefield Germany	9.75
Bionic Copmmandos	6.99
Black Tiger	6.99
Blitzkreig	7.25
Buggy Boy	5.95
Carrier Command	10.85
Chubby Gristle	6.55
Colossus Chess 4	7.25
Cybernoid	6.55
Daley Thompson Olym Chal	7.25
Deluxe Scrabble (128 only)	11.95

SPECTRUM CASSETTE

Ikari Warriors	5.95
Impossible Mission II	6.99
Karate Ace	9.99
Katakis	7.99
Konami Arcade Collection	7.25
Last Ninja II	9.45
L'board Collection (par 3)	11.99
Live Ammo	7.25
Magnificent Seven	7.25
Marauder	6.99
Mercenary Compendium	9.75
Mindfighter	10.85
Napoleon at War	6.55
Netherworld	6.55
Night Raider	7.99
Oops!	5.95
Operation Wolf	8.55
Overlander	6.95
Overlord	7.25
Pegasus Bridge	9.45

SPECTRUM CASSETTE

Pawn (128k)	10.85
Peter Beardsley Football	6.55
Power Pyramids	6.55
Project Stealth Fighter	7.25
Psycho Pig UXB	6.99
R-Type	7.25
R.I.S.K.	11.95
Rastan	5.95
Road Blasters	6.99
Salamander	5.95
Skate Crazy	6.55
Sorceror Lord	9.45
Samurai Warrior	5.95
Stalingrad	7.25
Street Fighter	6.99
Strip Poker II	6.55
Summer Olympiad	5.95
Super Hang On	7.25
Tasword +2	11.45
Track Suit Manager	7.25

SPECTRUM +3 DISK SOFTWARE

1943 Battle of Midway	9.99
Konami Arcade Collection	13.50
L'board Collection (Par 3)	15.35
Live Ammo	10.85
Magnificent Seven	13.50
Marauder	8.99
Matchday II	10.85
Mercenary Compendium	9.45
Mickey Mouse	9.99
Netherworld	9.99
Night Raider	9.99
Outrun	11.55
Overlander	9.45
Overlord	9.45
Psycho Pig UXB	9.99
R.I.S.K.	11.95
Ringwars	10.85
Road Blasters	9.99
Salamander	10.85
Sentinel	9.45
Skate Crazy	9.99
Soldier of Light	10.85
Sorceror Lord	13.50
Stalingrad	9.45
Stealth Fighter	9.45
Street Fighter	9.99
T-Wrecks	9.99
Target Renegade	10.85
The Pawn	11.95
The Train	11.99
Time and Magik	10.85
Typhoon	10.85
Ultimate Collected Works	11.55
Victory Road	10.85
Vindicator	10.85
Virus	9.75
We are the Champions	13.50
Where Time Stood Still	10.85
Whirligig	9.45

★ WORLDWIDE ★ STAR ★ BUYS ★ 50p off every title

FAST DELIVERY ON ALL STOCK ITEMS BY 1ST CLASS MAIL IN UK SPECIAL OVERSEAS SERVICE BY AIR MAIL WORLDWIDE
CREDIT CARD ORDERS ACCEPTED BY PHONE OR MAIL. CREDIT CARD ORDER TELEPHONE LINES
North, Scotland, N. Ireland, Overseas, 0896 57004 (24 Hours) South, Midlands, Wales 0602 480779 (24 Hours)

★ WORLDWIDE ★ STAR ★ BUYS ★ 50p off every title

SPECTRUM CASSETTE

Desolator	6.99
Diamond	6.55
Earthlight	5.95
Eddie Edwards Super Ski	6.55
Empire Strikes Back	7.25
Fernandez Must Die	6.55
Fire and Forget	6.55
Flintstones	6.55
Football Director	6.55
Football Manager II	7.25
Foxx Fights Back	6.55
G. I. Hero	5.95
Games Winter Edition	6.99
Gary Linekers Hot Shot	6.55
Gary Linekers Sup Skills	6.55
Gold, Silver, Bronze	11.99
Great Giana Sisters	6.99
Gunship	7.25
Hopping Mad	5.95
Hotshot	6.55

JOYSTICKS

Cheetah Mach 1 Plus	12.95
Cheetah 125 Plus	6.95
Competition Pro 5000 Clear	13.95
Competition Pro 5000 Extra	14.95
Competition Pro 5000	12.95
Cruiser	8.99
Konix Speedking	10.99
Magnum	10.50
Ram Delta	7.99
Stik Stick	6.50
Starfighter	8.99
Tac 2	9.99
Joystick Adaptor for +2 or +3	3.99

PERIPHERALS

Spectrum Power Packs	10.95
10 Amsoft CF2 Blank Disks (+3)	22.95
Plus 3 Cassette Leads	3.99
Amx Mouse Art & Graphics	54.95
Plus 3 Dot Matrix Printer Model 3250	188.95

SPECTRUM CASSETTE

10 Great Games II	7.99
19 Boot Camp	7.25
1943 Battle of Midway	6.99
20 Chartbusters	7.25
T Wrecks (128 only)	6.55
Target Renegade	5.95
Terropods	7.25
Time and Magik	10.85
Trivial Pursuit	10.85
Typhoon	725
Ultimate Collected Works	9.99
Usagi Yojimbo	5.95
Vindicator	5.95
Virus	5.95
Vulcan	7.25
We are the Champions	7.25
Where Time Stood Still	5.95
Whirligig	5.95
Yankee	7.25
Zulu War	6.55

New Plus Three Adventures

Acheton	9.95
Countdown to Doom	9.95
Giantkiller	14.95
Kingdom of Hamil	9.95
Philoshopers Quest	9.95
Return to Doom	12.95

Please make cheques or postal orders payable to WORLDWIDE SOFTWARE. All prices include postage & packing in UK.
Overseas please add £1.50 per cass/disk for AIR MAIL delivery. Credit card orders accepted by phone or mail.
Galashiels: (0896) 57004 (24 hours) Nottingham: (0602) 480779 (24 hours)
Advertised prices are for mail and telephone orders.

WINNERS AND PRIZES

GIVE RAINBOW ARTS A HAIRDO

Issue 55

If you remember, a couple of issues back we set a competition in conjunction with Rainbow Arts, and asked you to design a suitably whacky hairdo for a Giana Sister. The prize was a **PC Engine** games console, as yet not available in the UK. (We got ours from Japan, complete with all-formats TV and suitable transformer.) The winner of this technological wonder is **Chris Jenkins** from Bristol, congratulations and many happy hours playing. The following 25 runners up are to receive a copy of *The Great Giana Sisters* game . . .

Darren Beaudsley, South Yorkshire S5 0JT; David Baker, Cleveland TS20 2QF; Andrew Bolton, Manchester M30 ORA; Graeme Howard, Gwent; NP6 4BY; Nathan Chamberlain, Cheshire SK11 0UH; Neil Sherwood, Manchester M30 6HN; Gary Shephard, Colchester, Essex CO6 1BJ; Matthew Wiley, Birmingham B44 8TB M J Brown, W Yorks WF13 4LQ; Matthew Bauer, Rochdale OL12 6SJ; Jimmy Smith, Suffolk CO8 8NF; Scott Weston, Derbyshire DE5 9RP; John O'Toole, Co Wicklow, Ireland; Rick White, Doncaster DN3 2LB; James Waddington, Bradford BD2 1QA; Gary Smith, Essex 1G7 4HP; Graham McAllister, Co Antrim BT38 8NZ; James Oliver, Surrey RH1 4JA; Alex Herbrand, GERMANY; Mark Spooner, Norfolk NR5 9QF; N Lewis, Cardiff CF41SU; Chris Park, Manchester M34 2BL; Steven Downey, Worthing BN14 7LL; Luke Geitzen, London SE23 3QN; Osborne Bennett, West Midlands DY5 1A.

I LOVE DARTH VADER

Issue 55

What is the Dark Lord of the Sith really like? What does he hide behind that sinister black mask, is he really **MARK** Strachan or **DO**minic Wheatley in disguise?

Well, we provided you with a silly pic of the lads from Domark, and asked you to supply a suitably silly caption to accompany it. The lucky winner (or should that be unlucky, especially where Daft Ada is concerned) of this competition will be allowed to drag a friend (for moral support, or perhaps to hide behind) when he's taken kicking and screaming by Domark to meet the arch baddie. And so their friends don't say 'we don't believe you', a photographer will be present to record the historic occasion. They will then be whisked to *Space Adventure*, one of London's newest attractions, and there placed aboard Starship 3001, the latest in computer-controlled aircraft simulators. Who is the lucky winner? None other than **John Graham** of Hedon, near Hull. Good luck John, and remember to take your light sabre. The force will be with you.

MAKE NICK ROBERTS LAUGH

Issue 55

It's not easy to make Nick Roberts laugh, but we decided that it was a challenge worth undertaking, so we asked you to send in a joke that would make our Mr Roberts chuckle out loud. So confident were Gremlin Graphics that no-one would achieve this monumental task, that they offered a prize that even made Nick stop eating his third pizza of the morning. The winner receives a Philips CD Midi Hi-Fi System, complete with record deck, compact disc player, three-band FM tuner, cassette deck supporting Dolby and chrome tapes an amplifier, and speakers – a prize worth several hundred pounds of anyone's money (and I wish I was anyone, because I could do with that sort of money). The entries flooded in, the task was a tough one, but we finally found a winner that not only made Nick laugh, the whole of CRASH Towers was echoing with laughter. Who sent in this hilarious rib tickler? None other than **Michael Butler** from Lancs PR4 5AQ. Have you ever thought about a career on the stage Michael? Well, here it is.

Q Why is an orange, orange?

A Because you can't clean a window with a spade! (Nick, I think you'd better seek some psychiatric help – Ed.)

Those kind people at Gremlin didn't stop there, they also offered a pair of Alton Towers tickets to 25 runners-up. The names of the lucky winners of a fun day out (whenever they want to go) are . . .

Gary Bright, Northants NN14 3EZ; Bryan Else, Derby DE2 0NH; Gordon Jenkins, Glasgow; Tim Rymer, West Yorkshire LS28 7TT; Will D Downing, Northamptonshire NN11 5ED; Gary Saxton, Essex S11 2UJ; Sandy Munro, Troon KA10 6JF; Andrew Quick, West Glam SA13 1YG; Warren Miller, Hertfordshire CM23 5DU; Matthew Adcock, Derby DE3 5QL; James Laurie, Milton Keynes MK3 7QS; Christopher Jolley, SHEFFIELD S11 9BQ; Craig Robinson, Bucks HP10 9NR; Neil A Webb, North Humberside HU20 3UU; Geoffrey Hill, Middlesex HA5 1SJ; Innes Ballantyne, N Yorks HG1 5DT; Ralph Jordon, Gwynedd LL32 8PF; L R Sutton, Bradford BD9 9ED; John Gale, Merseyside L49 5LH; Ben Powell, Northants NN14 1JH; Ian Cook, Suffolk CB9 0DH; Anthony Hyde, Brighton BN1 3OJ; Terry Ferrell Kent, DA15 8SQ; Mark Cole, Glos GL12 8JA; Alec C Ramsey, West Sussex RH20 3LP.

All winners, please allow 28 days for the delivery of your prizes. All queries regarding competitions run in CRASH should be sent to **The Sticky Solutions Department, CRASH, *PO Box 10, Ludlow, Shropshire SY8 1DB***. Please don't ring the department as they have enough trouble reading through all your entries as it is.

CHART VOTING FORMS

EACH MONTH WE PICK OUT FIVE WINNERS FOR EACH CHART. THE ONLY WAY TO WIN IS TO ENTER. THE IS YOUR CHANCE TO INFLUENCE THE CRASH CHARTS AND STAND A CHANCE OF WINNING £40 WORTH OF SOFTWARE. WE NEED YOUR VOTES.
VOTE NOW!

Cut out your voting forms and send them off to **CRASH VIDEO CHART, CRASH ADVENTURE CHART, CRASH HOTLINE CHART** and **CRASH STRATEGY CHART *PO Box 10, Ludlow, Shropshire SY8 1DB***

VIDEO CHART

1 .....
2 .....
3 .....
4 .....
5 .....

Name .....
Address .....
.....
..... Postcode.....
T-shirt .....
size ☐

HOTLINE CHART

1 .....
2 .....
3 .....
4 .....
5 .....

Name .....
Address .....
.....
..... Postcode.....
T-shirt .....
size ☐

ADVENTURE CHART

1 .....
2 .....
3 .....
4 .....
5 .....

Name .....
Address .....
.....
..... Postcode.....
T-shirt .....
size ☐

STRATEGY CHART

1 .....
2 .....
3 .....
4 .....
5 .....

Name .....
Address .....
.....
..... Postcode.....
T-shirt .....
size ☐

THE NEW CRASH ZX SPECTRUM

CLASSIFIED SECTION

WANTED

Please could someone ring me with a poke for Football Director to increase the money at the start. Ring (0206) 393974 and ask for Paul. I'm willing to pay £5.

Wanted for use with handicapped people, View-Master '3-D' reels and transparencies you no longer need. Phone Clacton 474214 or write to 25 Melton Close, Clacton on Sea, Essex CO16 8XZ.

Wanted CRASH issues 1,2,8 and 9. I'll pay £7 per magazine, if in reasonable condition. Write to Willis, 1 Burnside Crescent, Dykehead, Shotts, Lanarkshire, Scotland ML7 4JQ or phone 0501 21298 after six.

Wanted CBM 64/128 with latest titles, original software + accs. Will swap for Spectrum +2 with £275 original software. Tel: 061 969 7258 Now!

FOR SALE

Brother HR5 brand new and still under guarantee with spare ribbons and paper in V.G.C. £45 ono. Please phone Sam on 01 458 5981 after 6pm. Thank you.

ZX Spectrum 48K, Kempston joystick, loads of games (Out Run, Matchday II) and issues 1 to 54 of CRASH. £100 the lot. Must collect. Newcastle area. Phone Phil 0661 843898 for further details.

Sinclair Spectrum +128, 46 Spectrum magazines (mostly CRASH), £180 worth of software, Kempston interface and Quickshot II joystick £120. Phone Gerry on (0803) 866344.

Spectrum 128K, tape recorder, joystick, interface, £650 worth of latest top software, all in good condition. Sell for £130 ono. Phone (0582) 472067 after 4pm and ask for Daniel.

CRASH issues 1 to 54. Will sell in groups or separate. Offers to S. Carlin, 30 Kingsbury Gardens, Coleraine, County Londonderry, Northern Ireland.

Over 100 original programs for sale at 50p - £2.50 e.g. Elite, Matchday, Platoon, Infiltrator, Gyroscope, Nigel Mansells Grand Prix. SAE for list to Mr. Simon Griffin, 18 Triangle, Gloucester GL2 0NE or phone 0452 413889.

CRASH back numbers 1-55. Also 100 various PCW magazines, Commodore 64 Colossus Chess 4 and Spectrum 48K Battle of the Bulge cassettes. Offers to Paul Davies, 21 Saint Helens Road, Solihull, West Midlands B91 2DB.

V.G.C. Spectrum 128K +3, disk drive, keyboard and manual £75 ono. If interested write to D. Richardson, 52 Marlborough Road, Watford, Herts. WD1 7BB including your phone number.

For Sale: 48K rubber-keyed Spectrum with joystick interface, 48K Spectrum+ with games. Also, 16K ZX81 Rampack. All dirt cheap and in excellent condition. Interested? Ring 021 430 7977 and ask for John. Prices negotiable.

Spectrum +2, Multiface 128, Kempston interface, two joysticks, £400 worth of software, £30 worth of mags. Excellent condition, worth £650, will sell for £300. Tel:0626 64828 and ask for Dave. Buyer pays postage.

Sega Light Phaser including three game cartridge. Unwanted competition prize. Retails at £45. Offers around £30. Write to J. Williams at 36 Worcester Road, West Halley, Worcs. DY9 0LD. No reasonable offer refused.

Completely new! A superb text and graphics PBM game which you can play! 200 places available. For an application form and rules just send an SAE to S.M. Potter, 14 Avocet Way, Banbury, Oxon OX15 9YA.

48K Spectrum, Interface 1, Interface 2, microdrive, Kempston interface, tape recorder, joystick, 4 Microdrive cartridges and over £675 worth of software. Tel. Walsall 642791 ask for Tim after 1pm. £300 ono.

Spectrum Plus 48K, with data recorder, interface, joystick, over 70 top games, books, tons of magazines and more! First class condition. Price negotiable for quick sale!! Tel 0222 597061. Please hurry.

Spectrum 128K, Multiface, 128 Genie, 126 PLUS D 3 " disk drive, joystick, switchable interface, over 100 disk games all boxed with leads. V.G.C. £299 ono. Mad to miss it. Tel 021-427 1084. Ask for David.

Spectrum 48K games for sale. All originals, includes Outrun, Paperboy, Gauntlet and Deeper Dungeons. Over 50 games, 10 for £25, 5 for £15, the lot £115. Phone 01 650 5619 for details.

Will sell or swop my Spectrum 128+2 with games. Also separately sell or swop magazines. CRASH, Sinclair User, Computer & VG. Wanted foreign Pen Pal from any country. M. Foster, 11 Station Road, Hesketh Bank, Preston PR4 6SN.

Spectrum 128K – eight months old- but only been used seven days, therefore looks brand new. £400 worth of games (all over 90%), cassette recorder, manual, joystick, interface and joystick - only £100! Phone(02404) 5560.

48K Spectrum. Multiface One and joystick, Brother HR5 printer with interface and much software. Worth over £600, selling for £175. Contact J.G. Stewart, 20A Main Street, Ballymoney, County Antrim, BT53 6AL. Buyer must collect.

Software for Sale! Over 50 great golden oldies on offer: Starion, Marsport, Avalon etc. Send for list to S. Birbeck, Greenhead House, Fir Tree, Crook, Co. Durham DL15 8BL enclosing SAE. Tel. 0338 763143. Prices from as little as 50p!

Loads and loads of Spectrum games and utilities like: Genie, Lifeguard, Platoon and ATF. Write to: Robert McGonisle, Cross, Clonmany, Co Donegal, Ireland.

Over 600 pokes. Remarkable value only £1 for 11 typed sides. Reply guaranteed. Send a large SAE and £1 to Pokes Offer, 21 Suffield Road, Gorleston, Great Yarmouth, Norfolk NR31 7AN.

65 Spectrum Originals for sale including Batman, Light-Force, Saboteur, etc. All half price or less, or all 65 for £60. For list write to: David Rosie, 34 Nicolson Street, Wick, Caithness, Scotland KW1 5HH.

Kempston Centronics interface "E" - Rom based printer interface for Spectrum with graphics modes. Boxed with manual v.g.c. Phone 0334 73869. A bargain at just £15!

Spectrum Software for sale. 1984/88 games from 99p-£5. Send SAE for list to Scott Wilding, 20 Nene View, Islip, Kettering, Northants NN14 3LD. Also Trading Game for 48K/128K Spectrum. SAE for details. Thanks.

ZX Speccy, Interface 1, Microdrive, Microdriver, datacorder, 2 joysticks, joystick interface, £500+ software, book, manuals, programmable interface, lightpen. £130 ono. Phone (0296) 27971 and ask for Dave.

Games for sale. All Spectrum originals, must sell, VERY CHEAP. Save £££'s. Varied, recents and golden oldies. For list send SAE to D. Martin, 10 Wardley Close, Ipswitch, Suffolk, IP2 9RT NOW or you'll miss the bargains.

48K Spectrum for sale plus 3 inch disc drive and Beta disk interface. Also Robotek interface, joystick, tape deck and £200 of games, all for £270 ono. Tel: 0695 73658.

For sale, Spectrum 48K+, data recorder, Genius mouse, Alphacom printer, Multiface One, joystick interface and two joysticks, over £200 worth of software inc. Artist II. All boxed. £200 ono. Phone Anthony on 07374 5533.

Available Now! The Runestone of Zendos is a superb new fantasy graphical adventure. It features spells, combat, interaction, taxing problems, atmosphere text and much more. Costing just £1.99 from Eric Steward, 18 Valisker Back, Isle of Lewis PA86 0JS.

Spectrum Plus. VTX500 modem,interface One and Microdrive, Alphacom printer, one paper roll, over 80 software titles. Worth £600+, asking £200. Contact John McEwan on (0492) 49898 or 28 Llanrhos Road, Penrhyn Bay, Gwynedd LL30 3HT.

Spectrum +2 for sale with 18 CRASH mags (all recent) and over £120 worth games (Driller, We're the Champions, Matchday II, Out Run) all for £69. Write now to 75 Woodfield Gardens, New Malden, Surrey KT3 6DZ.

Spectrum 48K, 128K, immaculate condition, over £500 of original games, joysticks, interface. Bargain at £300, won't split. Call anytime to: 42 Hamles Avenue, Longley, Sheffield S6 7HR. No offers.

Spectrum +3, still under guarantee, includes Multiface 3, data recorder, 2 joysticks and interface, 100's of games (Gunship, Cybernoid, Rolling Thunder, etc), magazines. Sell for £200. Phone: 091 410 2439, Tyne and Wear.

CRASH 2-20 £2.25 each, 21 - 52 75p each or £40 for the lot. Graham Pension, 46 Balfour Street, Edinburgh EH6 5ER.

Wafadrive and 13 blank wafers and word processing wafer, excellent condition, £60 ono. Ring Jon on 0235 814820 after 6pm or weekends.

Spectrum +3, guaranteed until November, with over £200 of games, special cassette lead, joystick, joystick interface and 2 blank discs. Worth well over £400, £200 wanted, but

Advertisements are expected to conform to rules and standards laid down by the Advertising Standards Authority. Most do. The few that don't we'd like you to write in about.

And if you'd like a copy of these rules for press, poster and cinema advertisements, please send for our booklet. It's free.

The Advertising Standards Authority.
We're here to put it right.

ASA Ltd., Dept. Y, Brook House, Torrington Place, London WC1E 7HN.

This space is donated in the interests of high standards of advertising.

will haggle! Phone 03005 215 anytime.

Spectrum games for sale, all original. At very cheap prices, 48K/128K. New titles as well. Send for list, a SAE to Sadava Chalisey, 65 Victor Road, Kensal Green, London NW10 5XB.

Spectrum games for sale including Ikari Warriors, Matchday 2 and Tai Pan. Also will swop Commando or Bombjack for Mikie. Send SAE for list to Jonathan Atkinson, 35 Bearwood Hill Road, Winshall, Burton on Trent.

Atari 520STFM, £125 of software (including Carrier Command), PD Discs, Twin Mouse/joystick cable, blank discs, storage box, mouse mat, dust cover, manuals. Boxed. Mint condition. 6 month guarantee. Worth £490. Accept £299. 01-866 4087.

Fully working Spectrum 48K, SAGA keyboard, WAFAdrive, over 70 games worth £600+, joystick and interface, Cheetah drums, £110 ono. Phone 01-958 2795, genuine reason for sale.

For Sale: 48K Spectrum+, Kempston interface, Quickshot II, joystick, tape recorder plus £500+ worth software. Send SAE for price list: Neil Forbes, 12B Pitmedden Terrace, Aberdeen AB1 7HR. All in original boxes with instructions.

Approx. £500 of software for sale. Will sell for only £70! A collection covering Spectrum software history from 1984 including many classics unavailable today. Write to: Martin McKinney, 35 Hengistbury Road, Southbourne, Bournemouth BH6 4DQ.

Spectrum +2 still boxed, over £275 original soft ware and lots of mags. Sell for only £200 ovno. Tel: 061 969 7258 now!

Crash Magazines. No 33 onwards to present £18.00. Good condition. Mr. J Bartle, 37 Buttermere Drive, Allestree, Derby DE3 2SP.

For £1 you can obtain pokes, solutions and maps on any game. First just send a stamped SAE to: Craig Northam, 651 Walsall Road, Great Barr, Birmingham B42 1EH, to receive a list of titles.

Spectrum 128K for sale including Cheetah joystick, interface, tape recorder and many games e.g. Roadblasters, Renegade, Barbarian, Ikari Warriors. Excellent condition £175. Phone: Louis on 091 4151685, 32 Swirrel Edge, Albany, Washington NE37 1UP.

SWAPLINE

Like to swop the latest games like Flintstones, Vixen, B.J. Comms etc. Write to Simon Harris, Fern Villa, Recreation Road, Stalham, Norwich, Norfolk NR12 9BH or ring (0692) 80783

Don't be thick, be quick and send your list for mine. I've got all the best games around, you will not be disappointed. Write to: Raymond Livingstone, 15 Dwart Drive, Newton Mearns, Glasgow G77 5DS

Swap Multiface One and Lifeguard for Specdrum and any related software. CRASH Tech Tape also wanted. Must be in good condition. Write to: Matthew Aitken, 23 Brooklyn Drive, Emmer Green, Reading RG4 8SR.

Anyone want to swop the latest games or movie sound tracks. Then write to: Philip Topping, 148 Ulsterville Park, Portadown, Co Armagh, N.Ireland BT63 5HD. Reply answered without delay!

35 WORDS FOR ONLY £2.50!

The CRASH Classifieds are your low-cost opportunity to reach thousands of other readers with a small ad, whether you want to buy, sell, swap or advise. Just fill in the form below and enclose with your £2.50 payment, cheque or postal order made payable to **NEWSFIELD LTD**. Photocopies of the form are acceptable.

CLASSIFIED HEADINGS

The CRASH Classifieds section is not open to trade or commercial advertisers, but Fanzines may use it. The headings are self-explanatory: WANTED, FOR SALE, SWAPLINE, USER GROUPS, PEN PALS, FANZINES and EVENTS DIARY (for club/user group news, meetings or planned events). However, be careful about CRASH publishing dates with the last!

- The maximum is 35 words
- The service is not open to trade/commercial advertisers
- Small ads will be printed in the first available issue
- The editor reserves the right to refuse ads which do not comply with normal decent practice, or which could be interpreted as encouraging software piracy.

THE CRASH READER CLASSIFIEDS

Send to **THE CRASH READER CLASSIFIEDS, *PO Box 10, Ludlow, Shropshire SY8 1DB***

Name .....

Address .....

..... Postcode .....

Tick Classified heading:

☐ Wanted ☐ For Sale ☐ Swapline ☐ Pen Pals ☐ User Groups ☐ Fanzines
☐ Events Diary ☐ Miscellaneous

Method of payment ☐ Cheque ☐ Postal Order

Write your advertisement here, one word per box, and include name, address and phone number if you want them printed.

PEN PALS

Just finished 'A' Levels, eager to catch up on games front, especially adventures and arcade adventures. Enjoy using GAC utility. Please write to Jason, 31 Lynn Road, Canford Heath, Poole, Dorset BH17 7PQ. Thanks!

USER GROUPS

Homegrown software – superb quality range available. These plus loads more fantastic services and offers. For free 26-page newsletter send SAE to: Chic Computer Club, 26 Criss Grove, Gerrards Cross, Bucks. SL9 9HQ.

Free membership to an amazing Spectrum Club. Don't miss your chance to join. Send SAE to S.C.(CR), D Hadfield, 8 Brookside Close, Godley, Hyde, Cheshire SK14 2DQ.

FANZINES

Adventure!!! 'SOOTHSAYER' is a 48-page monthly mag, packed with solutions, maps, news, helpline, and much more! Send £1.25 for sample copy to: J.R. Barnsley, 32 Merrivale Rd, Rising Brook, Stafford. ST17 9EB.

ZX issue 4 available now, features charts, tips, loads of reviews, previews plus more. Issue 5 available start October. Send 35p and SAE now to ZX, 9 Kings Avenue, Marcham, Abingdon, Oxon. OX13 6QA.

Issue 6 of the new look RESTART out now with Spectrum reviews, arcade news, video and book low-downs and much more. For your copy send 40p and stamp to: Restart, 1 The Beams, Maidstone, Kent.

SPECATAM – The essential buy for any computer. Features include reviews, articles and programs. Send cheque or postal order for 50p payable to Russell Goulbourne to 82 Beach Road, Litherland, Liverpool L21 2PP.

'BULLET' the newest fanzine only 50p including p+p. First 10 receive a free colour poster. Cartoon megacomp and many reviews. Send now to Bullet, Chenanda, Keddington Road, Louth, Lincs. LN11 0BL.

THE SPECTRUM PROGRAMMER, it's here at last, and it's here to stay, for serious users, £1 for machine code programs and more, all on tape. Send to SPECTRUM PROGRAMMER, 30 Church St, Elsecar, Barnsley, S. Yorks.

MISCELLANEOUS

Football PBM starting soon, computer-assisted, detailed print-out, League plus Cup competitions. 30p per turn plus post. SAE for details to: 12 Oxbow Close, Meadows, Nottingham. NG2 2NN.

GENUS, 100% machine code, forty action packed screens, amazing tunes, super sprites, joysticks, define keys, High Score Table, password etc. Send only £1.50 to Andrew Daly, 5 Shearburn Terrace, Snaith, Goole, North Humberside DN14 9JJ.

'SOCCER-6','RUGBY LEAGUE CHALLENGE' and 'THE DERBY'. Three great PBM's from "Camelot Games". Fortnightly turns only 75p. Special rates for playing all three games. For details send SAE to "Camelot Games", Caeymryson, Caernarvon, Gwynedd LL55 2LR.

Over 300 Multiface Pokes for only £1. Also, a program which makes Pokes for games (for use with Multiface). Only £3. Send and SAE to Stephen Ellis, 11 Sandbach Road, Cobridge, S-O-T, Staffs. ST6 2DR.

Skool Daze! The only PBM with no set orders. Lead a gang in an American school against 9 others. Turns 50p. SAE for details to Skool-Daze, c/o Niel Humphreys, Penrhyncoch Post Office, Aberystwyth, Dyfed SY23 3EH.

'BORDER WAR' is a cost only multi-player fantasy wargame run by an amateur PBM group. Definitely no hidden extras. For details send 20p to cover costs to: D. York, 8 Huncote Road, Narboro', Leicester LE9 5GP.

Free Turns – First 5 people to send £2.00 startup for KING AND COUNTRY, the fantasy PBM game, gain 3 extra turns - startup includes 2 credits, newsletter and your Kingdom. 25 Greenfields, Shifnal, Shropshire TF11 8DZ

Join our Pokes, Maps & Tips Club!! Receive our bi-seasonal catalogue of Maps, Pokes, C. Solutions, Adventure Maps, Tips & Solutions. Please send 40p & SAE to:- 'Cairnpoke', 'Glenfield House', 246 Comber Road, Lisburn, Co Antrim BT27 6XZ. Now!!

Wanted: Original RPG scenarios (eg. D&D) for conversion to 48K speccy adventure games. I'll buy suitable scenarios OR split sales profits 50/50 with you. For info send SAE to: Sean, 41 Larwood, Worksop, Notts. S81 0HY.

Filodisc-essential Spectrum+3 Disc Manager, user friendly and versatile. Includes example instruction programs, rename, protect and copy files etc. Supplied on fresh disc. Cheques/postal orders £6 - Stuart Morris, 129 Preston Road, Linlithgow, West Lothian EH49 6HZ.

PBM Fantasy Playtest - AMORANTE - This game is free, yes, I said free. Game already has over 40 players. If you want to join, write to Robin Appleton, 9 Lime Ave, Swinton, M/CR, M27 3FJ.

Professional PBM soccer league, fully computer moderated, features including League and Cup games, transfers and internationals. Start up pack £4. Subsequent turns £1.30 per fortnight. Write to Grimedale Games, 12 Aspen Way, Cringleford, Norwich NR4 6UA.

STAR RANGERS. Lead your civilisation to the new Zion. Scouts, questprobes, aliens, pirates, information modules and more. Don't miss this PBM! Startup £3. Turns 90p. D. Doherty, 9 Shaw Court, Armthorpe, Doncaster, S. Yorkshire DN3 3RN.

Do you want to produce your own PBM? I have written about my many successes at being a GM. Send only £1 to: GM Success, 8 Mayfield Close, Old Harlow, Essex CM17 0LH.

Take part in a brand new futuristic roleplay PBM, 'DOOMSPHERE'. Send £3.50 for startup & free 1st turn to: Games Unlimited, High Croft, Top Lane, Whatstandwell, Matlock, Derbys. DE4 5EN and join the elite.

The best and most up-to-date soccer PBM available. Send £2 cheque/PO (made payable to Adam S. Marshall) for start up. Send to 23 Kenilworth Drive, Bletchley, Milton Keynes, Bucks. MK3 6AJ NOW!

Machine Code course for the beginner. Only £2.00 plus a stamp. Write now for your order or for info to: Mr. N. Lewis, 52 Kyle Cres., Whitchurch, Cardiff CF4 1SU.

'HAT TRICK' is a new football management PBM. Startup includes first two turns and twelve page rulebook, £3. Each turn thereafter 50p + SSAE. Send SSAE for info to Scott McLaren, 16 Lyndhurst Tce, Dundee DD2 3HP.

Combat Strange, often awesome foes and encounter equally weird allies when you enter the nightmarish world of AFTERLIFE. Phone Alex on 0277 219109 for details of this lusciously detailed roleplaying PBM game of life after death.

Personalised computer games, ideal for birthdays, Christmas etc.. Send a SSAE to R.W. Frosdick, 1 Northolme Close, Grays, Essex RM16 2NX for details.

THE OCTOBER CHARTS

HOTLINE TOP 20

1	(1)	TARGET; RENEGADE	IMAGINE
2	(3)	MATCH DAY II	OCEAN
3	(2)	CYBERNOID	HEWSON
4	(4)	RENEGADE	IMAGINE
5	(10)	EXOLON	HEWSON
6	(5)	OUT RUN	US GOLD
7	(6)	ELITE	FIREBIRD
8	(20)	BUBBLE BOBBLE	FIREBIRD
9	(–)	HEAD OVER HEELS	OCEAN
10	(8)	DRILLER	INCENTIVE
11	(15)	FLYING SHARK	FIREBIRD
12	(–)	ZYNAPS	HEWSON
13	(12)	COMMANDO	ELITE
14	(9)	DARK SIDE	INCENTIVE
15	(–)	IKARI WARRIORS	ELITE
16	(13)	GAUNTLET	US GOLD
17	(▶)	WHERE TIME STOOD STILL	OCEAN
18	(19)	BIONIC COMMANDO	CAPCOM
19	(7)	PLATOON	OCEAN
20	(16)	MATCH DAY	OCEAN

ADVENTURE TOP 10

1	(1)	THE HOBBIT	MELBOURNE HOUSE
2	(2)	LORDS OF MIDNIGHT	BEYOND
3	(5)	SPELLBOUND	M.A.D.
4	(3)	THE PAWN	RAINBIRD
5	(6)	STORMBRINGER	M.A.D.
6	(4)	RED MOON	LEVEL 9
7	(7)	HEAVY ON THE MAGICK	GARGOYLE GAMES
8	(9)	KNIGHT TYME	M.A.D.
9	(8)	KILLED UNTIL DEAD	US GOLD
10	(–)	SHADOWS OF MORDOR	MELBOURNE HOUSE

STRATEGY TOP 10

1	(1)	VULCAN	CCS
2	(3)	ARNHEM	CCS
3	(5)	TOBRUK	PSS
4	(2)	LORDS OF MIDNIGHT	BEYOND
5	(4)	DESERT RATS	CCS
6	(8)	THEIR FINEST HOUR	CENTURY HUTCHINSON
7	(7)	DOOMDARK'S REVENGE	BEYOND
8	(10)	THEATRE EUROPE	PSS
9	(9)	BATTLE OF BRITAIN	PSS
10	(6)	REBELSTAR RAIDERS	FIREBIRD

VIDEO TOP 10

1	(1)	PLATOON	RCA/COLUMBIA
2	(2)	ALIENS	CBS/FOX
3	(3)	LETHAL WEAPON	WARNER
4	(–)	THE FLY	CBS/FOX
5	(4)	ROXANNE	RCA/COLUMBIA
6	(7)	FULL METAL JACKET	WARNER
7	(5)	THE LIVING DAYLIGHTS	WARNER
8	(8)	HELLRAISER	NEW WORLD
9	(6)	NIGHTMARE ON ELM ST 3	WARNER
10	(▶)	CROCODILE DUNDEE	CBS/FOX

You now have FOUR charts in which to vote. For games featured in the main software review section vote in the HOTLINE chart. Games covered in Samara's Adventure Trail should be voted for in the ADVENTURE chart. And those games requiring specialised thought and planning (like war games) are voted for in the STRATEGY chart. Also, all your favourite videos can be voted for in the VIDEO chart – old and new, borrowed, but NOT blue!

Just fill in the appropriate form and send your votes off to **CRASH HOTLINE CHART, CRASH ADVENTURE CHART, CRASH STRATEGY CHART** and **CRASH VIDEO CHART**: ***PO Box 10, Ludlow, Shropshire, SY8 1DB.***

DON'T FORGET, every month we'll pick out five winners for each chart. The first will receive £40 worth of software of their choice, a CRASH hat and a CRASH T-shirt. The four runners-up will each get a CRASH hat and a CRASH T-shirt – a total of **20** winners. All you have to do is walk to the post box . . .

CHART VOTING FORMS ..... **page 107**

WINNERS

Frank Sutherland from East Kilbride is the everso lucky winner of this month's HOTLINE chart. Amongst his £40 worth of software is the excellent Target; Renegade *plus the fast and furious Roadblasters*. The fortunate four runners-up are **D P Goulden** from Lower Earley in bonny Berkshire; **Martin Hoy** of Cumbernauld; **Michael Stirling** from Dundee (Nick's favourite cake) and **O Bayliss** of Leatherhead in Surrey.

This month's intrepid ADVENTURE chart winner is lucky old **Ryan Smith** of beautiful Bath, who wants a Surfer T-shirt to go with his fabulous £40 worth of software. Next out of Samara's sandbag comes **Matthew Perkins** from Heath near Cardiff; **Ged Patterson** of Liverpool; **Mark Schofield** from Huddersfield and **J Livingstone** of Newton Mearns near Glasgow.

The victor of the STRATEGY chart this month is **G Lewis** from Stourbridge in the West Midlands. He or she names *Last Ninja 2* among their £40 worth of superb software. The four rugged runners-up are **David Manning** of Portsmouth; **M Chadwick** from Carlisle; **Mark Murphy** of Bournemouth and **Tiernan McGuigan** (any relation to Barry?) from Fintona in Co Tyrone.

First out of the VIDEO chart hi-tech plastic bag this month is **Mark Tyson** (surely not a relation of 'Iron Mike') of Hull. His four runners-up (no-one can beat Tyson!) are **Chris Hay** of Liskeard, down in Cornwall; **Tim Follett** from lovely Leeds; **Simon Fitzpatrick** of Rathfarnham Castle in Eire and **Stacey Elliott** from Swindon. All winners will receive fantastic CRASH hats and T-shirts to show off to their friends.

PREVIEW

Coming soon to a Spectrum near you!

U.S. GOLD

DESIGNER LABELS

1988 sees US Gold following in the footsteps of Ocean's 1987 success. Their sales have increased and so has the quality of their product. Just four years ago, Anne and Geoff Brown (of distributors, Centresoft) joined forces with Jon Woods and David Ward (of Ocean) to import and publish the top US games in the UK. Now the US Gold name is known worldwide. CRASH takes a look at their expected releases over the next six months.

With Christmas just around the corner, Birmingham-based US Gold – one of the UK's largest software houses – are planning a host of releases over the next few months (being released on a veritable mixture of labels – **Rainbow Arts, Capcom, Epyx, SSI** and, of course, their own, **US Gold**).

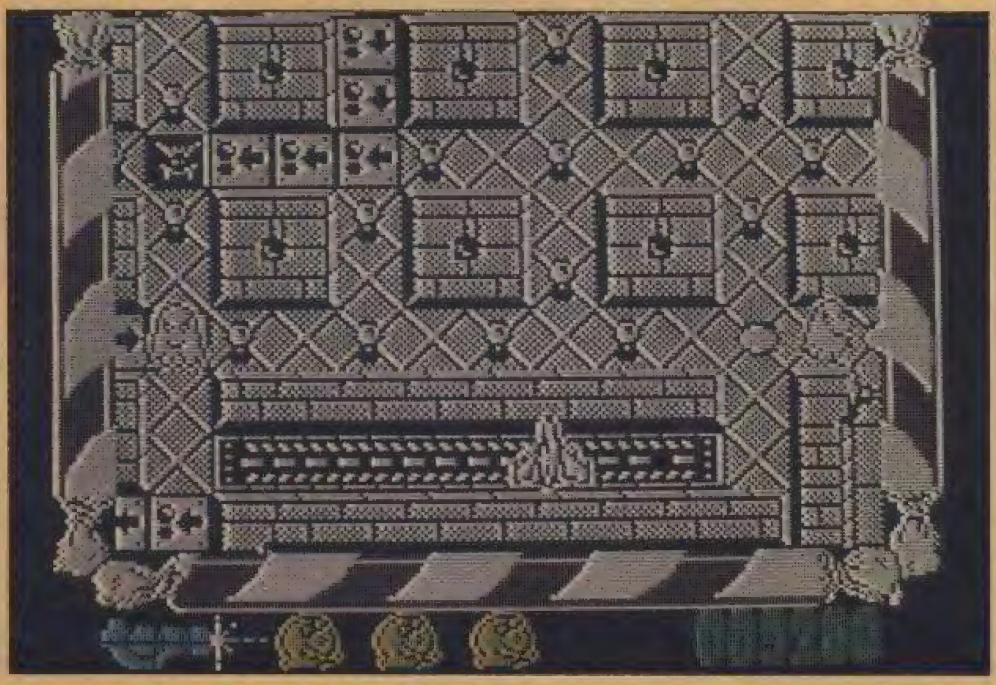
One of the first to appear should be the Pepsi-Cola-sponsored ***Mad Mix Game***. US Gold describe it as a 'colourful extravaganza of ghouls and demons' – in fact it's a bit like (dare I say it) PAC-MAN (aargh!), but much better, of course (of course! – Ed).

The action takes place in a series of labyrinths portrayed in overhead, 3-D perspective (uh? take a look at the pictures! – Ed). There's no mixing with Mad, an odd little chappie (even by US Gold's standards), who ventures through a maze inhabited by various adversaries which metamorphose as the game progresses – sounds intriguing (sounds confusing – Ed). It may be based on the ancient concept of *Pac-Man* but we're assured that *Mad Mix Game* has a whole host of extra and innovative features – like a main character that turns into a hippo! There are also arrows which point along corridors and may only be eaten (you *have* to eat them if you're to get anywhere) by walking in the given direction. All this creates strong elements of strategy in the completion of the many mazes.

If you are good enough to reach a certain score (specified by US Gold) you get the chance to take part in the Pepsi Challenge, with free entry to a fabbo prize draw. With goodies up for grabs coming from both US Gold and Pepsi-Cola.

One of many US Gold arcade conversions set to be released before Christmas (you know, figgy pudding and all that) is the amazing Sega coin-op, ***Thunder Blade*** (take a look at Arcade Action on page 78 for more info). Yes, you can now emulate Prince Andrew, not by having blue blood (or by getting Fergie pregnant!) but by flying a high-tech helicopter. This is no picnic in Windsor Park though, there's a battle to be won. Weaving through the skyscrapers in an amazing 3-D landscape, while avoiding enemy bombardment, is only part of the task in hand. At certain stages in the game, the action actually completely changes perspective; from a vanishing-point (looking down the street) view to a vertically scrolling overhead (bird's eye) view. Can such a fabulous coin-op be converted to the Spectrum? Well, US Gold have enlisted the programming talents of Tiertex (*Rolling Thunder*, *720°* and *Street Fighter*), who are

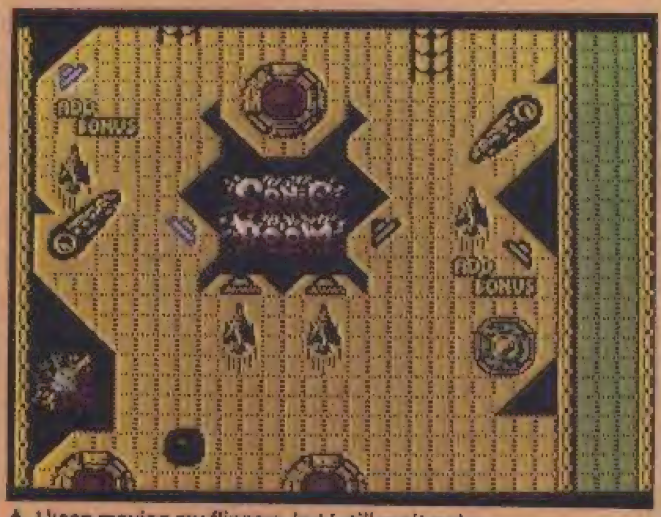
▲ Over land and sea in the arcade version of *Thunderblade*



▼ Heaps of crazy action in *Mad Mix*

already working day and night to ensure that you can be playing *Thunder Blade* over a dish of brandy-flavoured, steaming Christmas pudding (I can't wait! – Nick). US Gold's **Charles Cecil** assures us that 'It [*Thunder Blade*] will be one of the top Christmas games. Things are going extremely well. I have every confidence in it'. Well he should know, Charles has followed its development from Day One. Mr Handy, our illustrious Editor, had a look at a rough Spectrum version and reckons it'll be hot stuff, 'they've done a magnificent job', he says.

Also due for a December release is ***Arcade Wizard***. Based on the ever-popular game of pinball, it has many unique elements. As a top pinball player you can drift between five gaming houses, playing on a selection of tables (what a great life!). However, all this costs money (well, tokens to be precise). Each of the gaming houses charges a different rate for each game; from the cheapo Ed's (nothing to do with the Editor) to the ultra-expensive Wonderland. A (Mark Caswell lookalike) bouncer stops you on the way in to check you've got enough credit for at least one game – if you haven't he'll chuck you out into the street! If you're a real flipper freak, you can earn extra tokens by hitting high scores. Your aim is to progress through the various houses, totting up a huge score. This is not your sole objective though, if you think your good enough, you can take on the resident 'arcade wizard' (clever dick). But you must beat him on the three tables in each house to be the champion.



▲ I keep moving my flippers, but I still can't swim

▲ Who does this guy think he is?

As well as using the flippers to whack the pinball around the table, you can nudge the ball in any direction by tilting the table (I always thought that was cheating!). Anyway, it all sounds flipping great fun for pinball buffs! (Groan.)

Coming soon to a Spectrum near you is the 3-D space simulation ***Echelon***. As a new recruit to the top secret flying force called Echelon, you must investigate the planet Isis, where some strange events have occurred. You can select whether to undertake a peaceful exploration or military attack, but both involve searching for clues to the location of the hidden space pirate base. Vector graphics portray the action as enemy craft and ground installations are combatted using a selection of missiles. It all sounds intriguing (and very complicated). *Echelon* should be available by the end of October. On the Commodore 64, *Echelon* could be controlled via a nifty little device called the LipStik. Whether this voice-controlled doobrie will be available for Spectrum users is still being decided.

▲ What a lot of pinball tables in *Arcade Wizard*

The good news for *Out Run* fans is that a new FASTER version, with many extra features, is on its way. Titled ***Out Run Europa***, it will feature new hazards such as oil slicks, contraflow systems and even parked cars (where's a traffic warden when you need one?). Your car's been in the garage since its last excursion; second time around, it's been fitted with headlights, allowing you to drive your high-powered Ferrari Testarossa at night. The car's also a bit more manageable – reversing at high speeds, for instance! *Out Run Europa* should be ready to drive in January.

Based on the popular Woodplace coin-op (never heard of it – Ed), ***The Deep*** puts you in charge of an armoured ship (you're the Admiral) which is besieged by enemy submarines which fire heat-seeking missiles. If this isn't dangerous enough, the surface of the deep, blue sea is littered with floating mines. But here's the catch – the only weapons your ship is equipped with are depth charges which are dropped, using careful timing, onto the subs which lurk below. You can delve into this nautical but nice game when it emerges in November.

Two compilations are on the cards, the first being ***History In The Making*** which will bring together the cream of US Gold's releases from the last three years. Including such greats as *Leader Board*, *Gauntlet* and *Spy Hunter* among many others, it will come with a commemorative booklet, containing interesting facts about the successful Birmingham company. To celebrate further they are also releasing ***World Beaters***, consisting of five of their most successful games of the past year: *Rolling Thunder*, *Out Run*, *720°*, *Gauntlet II* and *California Games*.

CAPCOM™
GIANTS OF THE VIDEO GAMES INDUSTRY

After the brilliant *Bionic Commando*, that addictive Capcom coin-op, ***Black Tiger*** is also due for the GO! treatment. Similarly, *Black Tiger* uses eight-way scrolling as the armour-clad hero explores a multitude of platforms in a mystical world. All is not well in the warrior's land as three demonic dragons (the CRASH Judges?) are causing complete havoc. The wicked, winged beasts have an army of equally vile minions ready to stop Mr Tiger in his tracks. Luck-

▲ Watch your vitality in *Black Tiger*

ily for our tenacious hero, the land is littered with pots, not for cooking in, but containing various weapons to make progress easier. *Black Tiger* should be in the shops by the end of October. *Ghosts 'N' Goblins* fans should love it, as they should ***Ghosts 'N' Goblins II*** which should appear around January time.

Continuing an oriental (and Capcom) theme there's *Tiger Road* – a 'huge martial arts game'. Featuring such a variety of playing styles, US Gold claim that this Eastern epic is 'practically four games rolled into one'. The task of converting this mammoth concept to all the home computer formats has been given to Probe Software, programmers of *Trantor: The Last Stormtrooper* (68%, Issue 46), *Rygar* (58%, Issue 48) and the soon-to-be-released *Savage* (from Firebird). *Tiger Road* should be released 'sometime' during October.

One of the most interesting aspects of ***LED Storm***'s December release is that it will coincide with the arrival of the coin-op of the same name. Capcom estimate it will be one of the biggest arcade hits during 1989. Driving a turbo-charged car, armed to the teeth with powerful weapons, the player zooms down an elevated highway, blasting a plethora of enemies. US Gold claim that it combines the best features of previous driving games such as *Buggy Boy*, *Out Run*, *Spy Hunter* and the recent *Road Blasters*. And luckily we won't have to wait months after the coin-op arrives, to play it at home! Capcom also have ***Last Duel*** and ***Future Worlds*** ready for simultaneous arcade/home computer release in 1989.

Also on the books at Capcom is ***Human Killing Machine – Street Fighter II***. More frenetic action from the coin-op giants.

▲ **He's suave, he sophisticated and he's got a lot of problems at the moment. It's Dave Baxter from US Gold's Rainbow Arts and Capcom labels**

Dave Baxter – Capcom and Rainbow Arts representative, and basically an all-round industry nice guy – reckons *HKM* will 'knock your head off and slash your throat'. Calm down Dave, is all that sun getting to you? I've heard everyone at US Gold is getting an attack of sunbedittus. *Street Fighter*'s sequel places you in such areas as Beirut, derelict and war torn; Amsterdam, 'ladies of the night' with whips, and inside German nightclubs, where people attack you with bottles among other things. Sounds a bit like *Target; Renegade* will be in for a bit of *tough* competition.

Rainbow Arts

Poor old Rainbow Arts have been getting in terrible trouble recently. If it's not an injunction from Activision looming over *Katakis* then it's some heavy heat from Nintendo over *The Great Giana Sisters*. Due to the Nintendo hassle, it seems that the likelihood of ***The Great Giana Sisters II – Arthur And Martha In Future World*** being released is very slim to say to the least. But Rainbow Arts are persisting. Their next release is to be ***Realm Of Troll***, set in a cave system – dare you enter? So where do US Gold get all these crazy names for their games? Well, each time an untitled game comes in, they run a company competition – with a suitable prize. *Psycho Pigs UXB* was named thus, with the prize being a pound of prime bacon! It certainly seems to do the trick. I mean, who could forget *Psycho Pigs UXB* in a hurry! (And then there's ***Mutant Hell***, yet to be released from RA!)

EPYX

After the successful *Games: Winter Edition* and the compilation *Gold, Silver, Bronze* (check out the review in this very issue), Epyx are set to launch ***Games: Summer Edition***. But here's the shock – the release of this sporting spectacular is scheduled for early 1989. Perhaps they think a touch of summer will cheer you up in the bleak, short days of winter – Ludlow is usually covered in a white carpet of snow (all the year round!). Anyway, eight events will be featured in a 'totally new dynamic way', including hammer throwing, uneven bars (asymmetric to most gymnasts), rings (yet more gymnastic gyration), 3-D cycling and archery. (What happened to sheep chasing and underwater snooker? – Phil.) Epyx's **Tony Samuels** says the game will be 'absolutely excellent'. Well, it should be if **Sentient Software** (*Winter Games*, *Games: Winter Edition*) are coding it.

Epyx reckon that other driving games are cissy – because they use roads! So for hard nuts who prefer a bumpier ride, they're about to release ***4 X 4 Off-Road Racing***. After loading up your customised truck with equipment, it's time to set off through some of the toughest terrain imaginable – hellish deserts, muddy bogs and icy tundra, all strewn with obstacles to impede progress. Then there's the notorious demon truck lurking out there, ready to pounce and destroy you. If you've seen the Commodore version, forget it. The Spectrum version is being completely rewritten by *Blood Brothers* programmers **Steve Marsden** and **Dave Cooke**. It should be 'absolutely wicked' (Tony's words, not ours). *4 X 4 Off-Road Racing* will be rough and ready by October – unless it gets a flat!

And for the hardest hard nuts out there, Epyx's ***Final Assault*** is to be based around the American sport of speed rock climbing. Competitors race up steep cliffs, trying to be the first to the top. All the CRASH team are quivering in their boots at the prospect – they even get vertigo climbing up the stairs of CRASH Towers! Budding mountaineers will be able to test their skills in complete safety from November.

SSI

STRATEGIC SIMULATIONS INC

Together with Strategic Simulations Inc, US Gold will be developing a range of official *Advanced Dungeons And Dragons* (AD&D) software over the next five years. The impending ***Heroes Of The Lance*** is derived from the first Dragonlance module, Dragons Of Despair. Dragonlance is an AD&D scenario set in the mystical world of Krynn, where fiery-breathed dragons still live. The game recreates the battle between the good and evil on Krynn. Controlling eight characters, each with different abilities, the player guides the team of adventurers into the ruined temple of Xak Tsaroth. But danger abounds in the form of hideous, aptly-named Draconians, who attack in hordes and are defeated by hand-to-hand combat. This is also a world of magic and strange powers plus the obligatory terrifying giant spiders, undead zombies etc. The intrepid adventurers search for the precious Disks Of Mishakal – these can be found in the lair of the dreaded black dragon, Khisanth. Only by finding a way to destroy this winged monstrosity can success be attained. State-of-the-art cartoon graphics are promised to accompany the complex play. Is this the computer game that role-players have been waiting for? Well they won't have to wait long to find out. *Heroes Of The Lance* is scheduled for an early October release.

Well if that little lot isn't enough to fill your Christmas stocking, you must be 20 feet tall! And as for Santa, it looks like he'll be needing a bigger sack this year, so remember to stock up with plenty of mince pies (yum, yum).

NEW LOW PRICE ST!

ST PRICE INCREASE

Due to a worldwide shortage of memory chips, prices of many computers have gone up. From April 1988, the Atari ST range is also likely to be affected. For details of any price increase, please return the coupon below for our latest literature.

ONLY FROM SILICA

Finally, there's a personal computer that not only solves problems like other computers, but also solves the one problem that other computers have created. Affordability. Silica Shop are pleased to present the ST range of personal/business computers from Atari. The ST was designed utilising the most recent breakthroughs in semiconductor technology, producing a personal computer that performs tasks with fewer parts. Which means it costs less to make. And less to buy. The latest ST computers now include built in power supplies and built in disk drives. The TOS operating system and GEM window environment are now on ROM chips which are already installed in the ST keyboard. This enables automatic instant booting when you switch on. Silica Shop are pleased to offer the complete Atari ST range. Our mail order department is situated in Sidcup and we have 3 retail outlets at Sidcup, Lion House (Tottenham Court Rd) and Selfridges (Oxford Street). We have eight years experience of Atari products, longer than any other UK company, and are well established as the UK's No.1 Atari specialist. With a group turnover of over £9 million and in excess of 80 staff, we offer you unbeatable service and support. We provide several facilities which you will find invaluable during your Atari computing life and most of these facilities are available **ONLY FROM SILICA**. We suggest that you read through what we have to offer, before you decide where to purchase your Atari ST.

FREE STARTER KIT - Only From Silica

When you purchase any Atari ST keyboard, you will not only receive the best value for money computer on the market, but you will also receive the following from Atari Corporation as part of the package:

* *BASIC Language Disk* * *BASIC Manual* * *ST Owners Manual* * *TOS/GEM on ROM*

If you buy your ST from Silica Shop, you will also receive:

* *NEOchrome Sampler - colour graphics program* * *1st Word - Word Processor*

In addition, we at Silica would like to see you get off to a flying start with your new computer, so we have put together a special **ST STARTER KIT** worth over £100, which we are giving away **FREE OF CHARGE** with every ST computer purchased at our normal retail prices. This kit is available **ONLY FROM SILICA** and is aimed at providing users with a valuable introduction to the world of computing. We are continually upgrading the ST Starter Kit, which contains public domain and other licensed software, as well as books, magazines and accessories all relevant to ST computing. Return the coupon below for full details.

DEDICATED SERVICING - Only From Silica

At Silica Shop, we have a dedicated service department of seven full time Atari trained technical staff. This team is totally dedicated to servicing Atari computer products. Their accumulated knowledge, skill and experience makes them second to none in their field. You can be sure that any work carried out by them is of the highest standard. A standard of servicing which we believe you will find **ONLY FROM SILICA**. In addition to providing full servicing facilities for Atari ST computers (both in and out of warranty), our team is also able to offer memory and modulator upgrades to ST computers.

1Mb RAM UPGRADE: Our upgrade on the standard Atari 520ST-M or 520ST-FM keyboard will increase the memory from 512K to a massive 1024K. It has a full 1 year warranty and is available from Silica at an additional retail price of only £86.96 (+VAT = £100).

TV MODULATOR UPGRADE: Silica can upgrade the 1040ST-F to include a TV modulator so that you can then use it with your TV set. This is an internal upgrade and does not involve any untidy external boxes. A cable to connect your ST to any domestic TV is included in the price of the upgrade which is only £49 (inc VAT). The upgrade is also available for early 520ST computers at the same price.

THE FULL STOCK RANGE - Only From Silica

We aim to keep stocks of all Atari related products and our warehouse carries a stock of over £½ million. We import many software titles direct from the USA and you will find that we have new releases in advance of many of our competitors. Unlike dealers who may only stock selected titles, we have the full range. In addition, we carry a complete line of all books which have been written about the Atari ST. A range as wide as ours is something you will find is available **ONLY FROM SILICA**.

AFTER SALES SUPPORT - Only From Silica

Rest assured that when you buy your ST from Silica Shop, you will be fully supported. Our free mailings give news of releases and developments. This will help to keep you up to date with new software releases as well as what's happening in the Atari market. And in addition, our sales staff are at the end of a telephone line to service all of your Atari requirements. If you purchase an ST from Silica and would like any technical advice, we have a full time technical support team to help you get the best from your computer. Because we have both the staff and the systems specifically dedicated to providing after sales service on Atari ST computers, we are confident that our users enjoy an exceptionally high level of support. This can be received **ONLY FROM SILICA**.

FREE CATALOGUES - Only From Silica

At Silica Shop, we recognise that serious users require an in-depth information service, which is why we mail free newsletters and price lists to our ST owners. These are up to 48 pages long and are crammed with technical details as well as special offers and product descriptions. If you have already purchased an ST and would like to have your name added to our mailing list, please complete the coupon & return it to us. This information service is available **ONLY FROM SILICA**.

FREE OVERNIGHT DELIVERY - From Silica

Most orders are processed through our computer within 24 hours of receiving them. Most hardware orders are sent by the overnight GROUP 4 courier service FREE OF CHARGE to customers within the UK. This method helps to ensure minimum delay and maximum protection.

PRICE MATCH - Only From Silica

We hope that the combination of our low prices, FREE UK delivery service, FREE Starter Kit and FREE after sales support, will be enough to make you buy your Atari equipment from Silica Shop. If however, there is something you wish to purchase, and you find one of our competitors offering it at a lower price, then please contact our sales department, providing us with our competitor's name, address and telephone number. If our competitor has the goods in stock, we will normally match the offer (on a 'same product - same price' basis) and still provide you with our normal free delivery. We realise that we are not the only company who will match a competitor's price. However, if you come to us for a price match, you will also be entitled to our after sales service, including free newsletters and technical support. This makes our price match promise rather special, something you will receive **ONLY FROM SILICA**. We don't want you to go anywhere else for your Atari products. So shop at Silica, the UK's No1 Atari Specialist.

SIDCUP (& Mail Order) **01-309 1111**
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

LONDON **01-580 4839**
Lion House (1st floor), 227 Tottenham Court Rd, London, W1P 0HX

LONDON **01-629 1234 ext 3914**
Selfridges (1st floor), Oxford Street, London, W1A 1AB

£260 +VAT=£299

SO MUCH FOR SO LITTLE!

There is nothing that can compare with the incredible value for money offered by Atari's 520ST-FM. For only £260 (+VAT=£299), you can purchase a powerful 512K RAM computer, with a 95 key keyboard (including numeric keypad), MIDI interface, GEM, a palette of 512 colours, mouse controller, and a 512K built-in disk drive. The 520ST-FM has a TV modulator built-in, and comes with a lead to allow you to plug it straight into any domestic colour television set. The mains transformer is also built-in to the keyboard, so there are no messy external boxes. You couldn't wish for a more compact, powerful and stylish unit. Atari ST computers are now firmly established in the UK, there are nearly 500 software titles already available for a wide variety of applications and the list is growing all the time. And that's not all. When you buy your new 520ST-FM (or any Atari ST computer) from Silica Shop, you will get a lot more, including a FREE Silica ST Starter Kit worth over £100. Read the ONLY FROM SILICA section on the left, to see why you should buy your new high power, low price 520ST-FM from Silica Shop, the UK's No1 Atari Specialists. For further details of the range of Atari ST computers and the FREE Silica ST Starter Kit, complete and return the reply coupon below.

ATARI 520ST-FM NOW ONLY £260 (+VAT=£299)

520ST-FM with 512K RAM & mono monitor £399 (inc VAT) **Upgrade from 512K RAM to 1024K RAM £100** (inc VAT)

ATARI 1040ST-F - NEW PRICE

We are pleased to announce a new reduced price point on the 1040ST-F which is now available for only £499 (inc VAT). The 1040 is a powerful computer with 1Mb of RAM and also includes a built-in 1Mb double sided 3½" disk drive. The 1040 has been designed for use on business and professional applications most of which require a high resolution monochrome or colour monitor. It does not therefore have an RF modulator for use with a domestic TV set. Modulators can be fitted for £49 (inc VAT).

1040ST-F Keyboard (Without Monitor) ..... *£499 (inc VAT)*
1040ST-F Keyboard + High Res SM125 Mono Monitor ..... *£649 (inc VAT)*

If you would like further details of the 1040ST-F, return the coupon below.

MEGA ST's NOW IN STOCK

For the user who requires even more RAM than the 520 or 1040 ST's offer, the new MEGA ST computers are now available. There are two MEGA ST's, one with 2Mb of RAM and the other with a massive 4Mb. Both new computers are fully compatible with existing ST's and run currently available ST software. The MEGA ST's are styled as an expandable Central Processing Unit with open architecture and a detachable keyboard. They are supplied with GEM, a free mouse controller and all extras as with the 520 or 1040. Prices are as follows:

MEGA ST 2Mb Keyboard + CPU ..... *£999 (inc VAT)*
MEGA ST 2Mb Keyboard + CPU + SM125 Mono Monitor ..... *£1299 (inc VAT)*
MEGA ST 4Mb Keyboard + CPU ..... *£1199 (inc VAT)*
MEGA ST 4Mb Keyboard + CPU + SM125 Mono Monitor ..... *£1599 (inc VAT)*

If you would like further details of the MEGA ST's, return the coupon below.

ATARI ST

To: Silica Shop Ltd, Dept GAMCH , 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

PLEASE SEND ME FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

.....

.....

..... Postcode: .....

Do you already own a computer
If so, which one do you own? .....

TAKE IT EASY!

DOMARK HAVE never been ones to release of flurry of games every month. They prefer to have great big licences and spend months promoting (and developing) them. Well they have big plans for the latter part of this year, when they will be launching not one new game, but four. 'What are they?' I hear you cry . . .

Well knowing Domark, something pretty damn spectacular, I'll be bound. The great Bond, James 'shaken, not stirred' Bond returns (after past excursions in Domark's *A View To A Kill* and *The Living Daylights*) in the computer version of the 1973 film classic ***Live And Let Die*** (Roger Moore's first as Bond). (You know the one. With the guy who had the white painted face and top hat and laughed a lot, and that cracking Wings title tune?)

In conjunction with Elite, Domark have turned the movie into a full-blown computer game. The story goes something like this . . . On the beautiful Caribbean island of San Monique, an evil and ruthless man, Dr Kananga by name (played by Yaphet Kotto in the movie), is harvesting tons of poppies. He plans to turn these into hard drugs and flood the American market with free heroin, which would inevitably create a living hell for all. 007, our hero, is sent to the island to investigate, but soon falls foul of the Voodoo (and heroin) influenced population.

The game is centred around the exciting speedboat chase (the part of the film where Bond almost decapitates Sheriff JW Pepper when he literally flies their boat through the air). Bond's mission is to destroy the deadly factories whilst avoiding Dr Kananga's henchmen. 'Q' (hoorah!) has armed the boat with a few extras; namely a machine gun and missiles, but watch out for the extra fuel and missiles left by the CIA, that can also come in useful.

Secondly from Domark comes ***Trivial Pursuit – A New Beginning On Genus II*** – almost two years after the original computer game hit high in the charts. This game differs from the original in that the main part of it takes place in space. Centuries of pollution have laid the world open to the dreaded 'greenhouse effect'. So it is decided to build a rocketship and set forth to Genus II, a world far out in the lonely tracts of space. But it is decided that only those with superior knowledge should be allowed on the rocketship.

Each player has to earn his place on the craft by answering a trivial question correctly, only then will he be allowed assume the form of a character. To earn their place on Genus II, each player has to collect six luxury items; each one earned by answering a question correctly from each of the six categories (geography, entertainment, history, science, art and literature, and sport and leisure). One item is to be found in each galaxy, but as each galaxy has over fifty planets, it is rather like finding the proverbial needle in a haystack. But once all six items are found, one final question stands between you and sanctuary on Genus II.

▲ **Assassination is the name of the game when *Fernandez Must Die* (Imageworks) hits the streets this autumn (as previewed last issue). Set in the state of El Diablo, the evil General Fernandez has overthrown the government in a military coup, and taken over. Your job is to battle your way, either on foot or in a jeep, through the mad dictator's army of thugs, and on to the man himself. It sounds just like a script for Mission Impossible. The price will be £9.99 cassette, £14.99 disk. This tape will self-destruct in five seconds!**

MIRROR IMAGES

Just when you thought that it was safe to go back to the computer screen, Domark are about to unleash upon the British public probably the most strange and horrible phenomena since Phil King and his amazing singing sheep. Yes those mad and whacky latex rubber figures who parade under the name of ***Spitting Image*** are to be pixelated and left to rampage in your humble Spectrum.

You are faced with six challengers, each who want total domination of the planet. His Holiness The Pope seems a nice enough guy and we all wouldn't mind him ruling the five continents but what about The Ayatollah Khomeini, 'Comrade' Gorbachev, our own Mrs T, P W Botha, or even the septuagenarian amnesiac (time for that LMLWD again) Ronald 'Mad Dog' Reagan?

Each leader has to insure their own success by ruining the reputations of the opponents (most of them have already done that with great success in real life). So chuckle as you see The Pope's unfair fighting tactics using a fire extinguisher, and laugh out loud as you witness Mrs T's underhand tactics, and Botha's very nasty toilet habits against the opposition.

So if you want to see a wonderful game full of Harveys, bums, the odd naughty word, and the Moscow Disco Dancing Championships, watch out for *Spitting Image* when it hits your computer store soon. If you can't wait that long, most of the antics in the game can be witnessed in the Houses of Parliament each day.

LUKE HERE YOU

Hardly has the computer version of the epic *Star Wars* movie *The Empire Strikes Back* appeared, than along comes the final part of this highly successful trilogy, entitled ***Return Of The Jedi*** which is set to appear for Christmas. It follows the exploits of the film, as the newly restored Death Star is once again a threat to the Rebel Alliance. The first part of the game sees Princess Leia speeding across the Forest of Endor on an Imperial Speederbike, vainly trying to shake off the pursuing Storm Troopers. But help is at hand from the small, bear-like inhabitants called Ewoks (arh), who set up traps to stop the Imperial Troopers from catching Leia, and so aiding her to escape and reach the Ewok village. The second stage sees Chewbacca in a stolen Scout Walker hurrying to aid Han Solo, who is attempting to enter the bunker which houses the controls for the shield that protects the Death Star.

During stages two and three, a 'split wave effect' occurs. This means that at regular intervals the action switches between Chewbacca on the ground, and Lando Calrissian in the Millenium Falcon, waiting for Han to destroy the bunker and so kill the power to the shield. Once this is done Lando can enter the Death Star and head for the central reactor, watching out for TIE fighters, laser turrets and falling debris. Once the reactor is hit, Lando must swiftly depart the scene and join his friends in celebration – exciting stuff. If you've seen the arcade game you'll know what it's all about.

▼ **My, what big teeth you have! (*Savage*, Firebird)**

SAVAGE DOGS

According to Firebird, some vital, hush-hush NATO documents have been stolen. A hero with nerves of steel, a ready wit, and a hatred of tax inspectors is needed: *GI Hero* is just the man for the job. So with Killer, his highly trained canine sidekick he sets out to kill, mangle and maim his way into the enemy camp to retrieve the said documents. This is a potentially suicidal mission, a fact that is brought home when you land from parachuting into the area and find half of your task force and Killer missing. Finding your doggy pal is your primary aim, but remember, you only have 24 hours to find the papers before trouble starts. Will you find your faithful friend, and the documents and get both out in one piece? You'll have to wait till October to find out.

Also coming from Firebird is ***Savage***, set in a time when monsters stalked the Earth and mighty heroes charged around with large battle axes looking for a monster to kill . . . ah, those were the days! Well our Mr Savage (not to be confused with Doc Savage!) is one such hero, but he is very annoyed because his loved one has been kidnapped. So with axe in hand he goes in search of his partner. Nasty creatures which stupidly stray into his path had better watch out. Savage deals out death and destruction like a Traffic Warden with tickets on a Bank Holiday Monday (come to Ludlow you'll see what I mean). He must also nimbly leap and dodge the many traps and pitfalls set to capture anyone foolish enough to do what he is doing now. Designed and programmed by Probe Software (they of *Trantor* fame), *Savage* is a multiload game with three scenarios, each with several sub-levels. Watch out for it in early November. Colourful and detailed graphics are guaranteed.

▲ It's such a savage world, groan . . . (*Savage*, Firebird)

▲ 'Play this game or we'll shoot the dog' (*GI Hero*, Firebird)

ONIONS OFF STRIKE

After appearing many moons ago on the 16-bit machines, the Spectrum version of the Rainbird hit ***Carrier Command*** is now nearing completion (which means that it could appear any time between now and Christmas!). 'It's 95% finished', says Andy Onions (programmer of such epics as *Starglider* and *Starstrike*), 'I've just got the main game to put in – that's the hardest part!' I wonder what he means?

As the name suggests you take command of a futuristic aircraft carrier. It is equipped with three Manta fighter planes, and three Walrus amphibious assault tanks. And all you've got to do is take control of a group of 32 islands! Not easy when the enemy forces are trying to achieve the same goal, though. Somewhere you are likely to meet each other, and you can thank the stars that your ship is heavily protected.

The game is controlled in a similar fashion to the 16-bit versions, with icons accessed by either keyboard, joystick or mouse (if you own one) (no, not that kind of mouse, Phil). Victory can be gained in two ways, either take over the islands occupied by the enemy or destroy their carrier, which is as heavily armoured as yours – and therefore no push over. Taking over enemy islands is a little easier, both Mantas and Walruses can be armed with lasers and missiles. A Walrus can also be loaded with command centres so that you can build up your defences quickly once established – if you are not careful the enemy will be back, in force. Full review next ish (hopefully!).

So that's about it for this month. Keep your hands on the joystick and your feet under the table, and we might meet each other next month – same time, same place . . .

▲ More frenzied action from the *Cybadyne* team (Mike Smith and Christian Urquhart), the people who brought you *The Bobby Yazz Show* (reviewed this issue) and *Xecutor*. This vertically scrolling shoot-'em-up should soon be released on the Grandslam label – and very good it looks too.

ET AL

▲ Cher: starring in *Moonstruck* AND *The Witches Of Eastwick*

GOGGLE!

Video View For The Prime Time Viewer

THE INIMITABLE Jack Nicholson and the astounding **Cher** take top billing in the September/October video releases. They both take high billing in ***The Witches Of Eastwick*** (previewed last month) and also star in films of their own.

Cher (who is now more known for her film roles than her successful singing career) stars alongside **Nicholas Cage** (*Birdy*) in ***Moonstruck***. Due to extraordinary circumstances they both get thrown together – and subsequently fall in love. They both live in a crazy Italian neighbourhood where 'a bit on the side' is normal practise – as long as you keep it to yourselves. So when Cher (with partner) meets her father (with partner – not wife!) at the opera they are both dumbfounded, never mind moonstruck. Trouble is, Cher is about to marry Cage's brother. Confused? You won't be. Hire it out (from October 10) if you're after some light romantic comedy.

Jack Nicholson also appears in the rerelease, ***Prizzi's Honour*** (£9.99, Channel 5). Nicholson stars alongside **Kathleen Turner** in this offbeat comedy concerning the trials and tribulations of slow-witted hit man (Nicholson) as he slowly falls in love with the volatile and voluptuous Turner. Mad Mafia action and well worth seeing.

Also available for £9.99 is CIC's ***Gallipoli***, starring **Mel Gibson** (*Mad Max*). The action is set in World War I as the German allied Turks encounter the Australians. Tiresome, but one for Gibson fans.

Keeping with the subject of war is ***Apocalypse Now*** (£9.99, CIC) focusing on the horrifying experiences of the Vietnam war. **Martin Sheen** stars as Lieutenant Willard, a special agent who must find and kill errant officer Colonel Kurtz. *Apocalypse Now* was nominated for eight academy awards, picking up three (Best Supporting Actor, Best Sound and Best Cinematography) – horrific stuff.

Also coming out on the sell-through market soon is ***The Natural*** (£9.99, CBS/Fox). **Robert Redford** (also coming in CIC's ***Out Of Africa***) stars alongside **Glenn Close** (*Jagged Edge*) and **Kim Basinger**.

Basinger also stars in CBS/Fox's October 13 release of ***Nadine***. **Jeff Bridges** co-stars in this thriller about two crazy southerners. Basinger unwittingly gets embroiled in a gangsters' plot. She has the plans, and they want them back! As the film progresses, the chases get madder and madder – Bridges tags along like a lost end. If you can stand the awful accents then you'll be in for a couple of hours suspenseful fun.

And for those you that can't get enough of Ms Basinger (what's that supposed to mean? – Nick), CBS/Fox will be releasing ***9½ Weeks***, as well as ***Porky's I and II***, and ***A Nightmare On Elm Street***, on October 20 – £9.99 each.

Sony's ***Death Games*** has just been released. It stars **Ed Marinaro** (don't you just love those American names?) as Dirty Harry-like cop Malcolm 'Mace' Douglas. Mace gets involved in a drug and prostitute racket involving a top level Bulgarian diplomat. The FBI are on his back, but he wants this one . . . BAD.

Canon Video are back! And November 11 sees the first in a long line of top releases from the **Go Go Boys** under their own label.

More mindless violence comes our way in the form of **Charles Bronson** as the irrepressible Paul Kersey, ace vigilante. Yes ***Death Wish IV*** is here, subtitled ***The Crackdown***. **Michael Winner** (after placing his masterful hand on the first three) doesn't direct this time, it's left in the very capable hands of **J Lee Thompson** (who last directed Bronson in *Assassination*). Kersey has settled down (huh! some hope), he's now working as an architect in Los Angeles. But (of course) his girlfriend dies from a drug overdose (arh, what a pity) and Kersey, being the kind of guy he is, has to track down the dealer that sold her the drugs. (Would you want to know this man? I ask myself. All of his friends seem to die!). But (of course) there's a crooked cop and a helpless young girl. You could probably get the plot from that! Anyhow, you won't be able to see it on TV for two years, so you'd better hire it out now (well, November).

Canon are starting their releases with a real bang. The second November release is **Agatha Christie**'s ***Appointment With Death***. **Peter Ustinov**, as the most lovable detective Poirot, stars with **Lauren Bacall** and **Carrie Fisher** (yes, Princess Leia from *Star Wars*). Belgian sleuth, Poirot, is on a trip to Palestine where he finds himself in a party of

▲ Agatha Christie's *Appointment With Death*: **Canon's first release in November**

"POPSTAR"

In Popstar you get the chance to make your way to the top of the music industry. Your objective is to try to stay there without losing your position to other players, by producing singles and albums, perform concerts/gigs in 15 different places around the country i.e. London, Glasgow, Belfast, Manchester etc., (each individual place having its own fan following percentage), create videos, etc. Other features included within Popstar are tours, world tours, personnel manager's, solo's, duet's, and different musical directions i.e. heavy metal, soul, pop, rock, etc., top 40, chart breakdown, bank account, and much more besides.

"FREE"

Startup in Popstar is £5 and by joining in Popstar you are entitled to one FREE startup in Soccer Boss, a new and realistic football game, where a league of 40 teams (4 divisions) battle to become the league and cup champions.

GUARANTEE: If on joining Popstar you are dis-atisfied with your startup, you can return the start-up pack from both games (Soccer Boss and Popstar), undamaged within seven days, and your money will be refunded.

Make cheques or postal orders payable to
IDEAL GAMES, 72 Townsend Street, STRABANE
Co. Tyrone, N. Ireland, BT82 8HY

▲ *It couldn't happen* on a video

people which include the domineering and universally-loathed Emily Boynton; her step-children; the family lawyer (always useful on holiday) and Poirot's old friend Dr Sarah King. When Boynton is found murdered everyone says, 'Hurrah', oh no they don't! In fact it is down to Poirot to unveil the killer before the obligatory Coronation Ball takes place. As always, everyone has a motive, and (of course) had the opportunity to commit the perfect murder. In fact I've seen the film and I know who did it. It was "&&$%" £$& (whoops, almost let the cat out of the bag there!). There's only one problem with Agatha Christie's latest movie-of-the-book, you'll have to wait till November 11 to hire it out.

Fans of the **Pet Shop Boys** (Nick, keep your hair on!) will be pleased to here that it can happen here! Their end-of-September release, ***It Couldn't Happen Here***, is set around the Pet Shop Boys' travels throughout England. Their journey is full of danger, comedy and surprise – so you'd better watch out for it. **Barbara Windsor** also stars. (Don't get this and it's a sin (groan) – Nick.)

Flowers In The Attic grossed over $5M in the US (not bad, but *Beverly Hills Cop II* took over $150M!) and it's relatively successful cinema outing should be added to with the release of New World's video at the end of September. It circles around the unpleasant pressures that finally lead a mother to murder her own children. *Flowers In The Attic* has all the things that would make Mary Whitehouse rage. (Better pop out and get it now! – Nick.)

Finally this month, a quick mention for CIC's ***16 Days Of Glory***. This film of the 1984 Los Angeles Olympics was recently show on BBC 1, and very good it was too! It takes a look at the Olympics from the athlete's angle – involving and gripping. 138 minutes of intense action and interesting insight.

THE BOOK CORNER

NICK ROBERTS takes a browse through and flick over the latest crop of books to arrive on the CRASH Towers doormat.

The Puffin Book Of American Football
(Simon Kelner, Puffin £1.99)
IF YOU'RE a regular viewer of Channel 4's Super Bowl then you may already know a bit about the subject of American Football. But for those of you who are completely bewildered by the sport (like me) then this book is what you need. It tells you all you need to know, from explaining what a first down is to giving you diagrams of the officials' signals. A must for all American Football fans.

Of Time And Stars
(Arthur C. Clarke, Puffin £1.99)
THIS IS a captivating collection of the best science fiction stories from the finest science fiction writer, Arthur C Clarke. It includes stories such as *The Forgotten Enemy*, and *The Sentinel* on which the film 2001 was based. If you're into science fiction and looking for a good compilation of stories then this is the book for you.

Making It On Your Own
(Fran Lantz, Puffin Plus £1.99)
THIS PUFFIN Plus book is a story of four girls who start out in the music business only to find that there are sharks out there who are only out to make a fast buck from someone else's talent. It is presented in a trendy and modern way, a book which should appeal to most teenagers. (Now where's that guitar I had?)

Hostages To Fortune
(Joan Lingard, Puffin Plus £1.99)
ANOTHER IN the Puffin Plus range, this is the fifth in a series of books following the lives of two young people who leave Belfast looking for a new life. When Kevin's job falls through he has to face the bleak future of supporting his girl and their baby. This book can easily be read on it's own, but is better as part of the five-book series.

Dear Shrink
(Helen Cresswell, Puffin Plus £1.99)
WHEN THE parents of Oliver, William and Lucy Saxon go on a botany trip little did they know what the following months had in store. Disaster follows disaster and they soon found out what it was like to be 'minors in care'. This is an exciting book about young people faced with problems that could happen to anyone.

An Open Mind
(Susan Sallis, Puffin Plus £1.99)
DAVID, A typical 15-year-old, had had enough of people being nice to him just because his parents had divorced. He had got used to living with his Mum and only seeing his Dad on Saturdays. But when his Dad makes a new friend, Margaret, it suddenly dawns on him that his father might remarry and leave him for good. A moving book about a teenager coming to terms with his life and himself.

At The Sign Of The Dog And Rocket
(Jan Mark, Puffin Plus £1.99)
THIS IS an hilarious story of life behind the bar for Lilian Goodwin. Her father slips a disc and the temporary bar hand that takes his place, Tom, is to be a rude and condescending man. Lilian has to show Tom the ropes and try to keep the place running, she learns much more than just how to run a pub, though.

Blood Feud
(Rosemary Sutcliff, Puffin £2.50)
THIS IS a stirring tale of slavery and friendship. Jestyn had once been Thormod's slave but when he saves his life he becomes his best buddy and sworn brother in the deadly blood feud to avenge Thormod's murdered father. An exciting story of deep and loyal friendship.

Robin Of Sherwood, The Time Of The Wolf
(Richard Carpenter, Puffin £1.99)
THE FOURTH of Richard Carpenter's books about Robin Of Sherwood. It follows Robin's adventures as he continues his quest of trying to steal from the Sheriff of Nottingham. Based on the highly successful television series this is a must for all Robin fans.

"BWAH! POSSMAN PAT WOULDN'T DELIVER ME THIS MUNF. WOO! NEX' MOON EH??"

WATCH OUT

FOR THE NEXT ISSUE OF

Next month's CRASH will be our greatest issue yet
As far as cover cassettes go, we're saying

NO to scrolling demos
NO to rereleases
NO to games unfit to be released at full- price

Every cover-mounted cassette that we put on CRASH for the rest of the year (and way on into the next, if you can stand it) will contain fully playable sections of the newest and best Spectrum games. Don't believe us? Well take a look at this. Next month's cover cassette will feature

RAMBO III
from Ocean

and

TOTAL ECLIPSE
from Incentive

How's that for a pair of top quality games!!

IT DOESN'T STOP THERE . . .

Next issue will also contain a **MASSIVE FREE POSTER** featuring one of the top arcade hits of 1987/8. Yes, that's right

R-TYPE
from Electric Dreams

So when you collect the next issue of the new-improved (and slightly more expensive at £1.50 – we all have to make a living, guv') CRASH make sure yours has all these items with it!

THE NOVEMBER ISSUE OF CRASH WILL ALSO CONTAIN

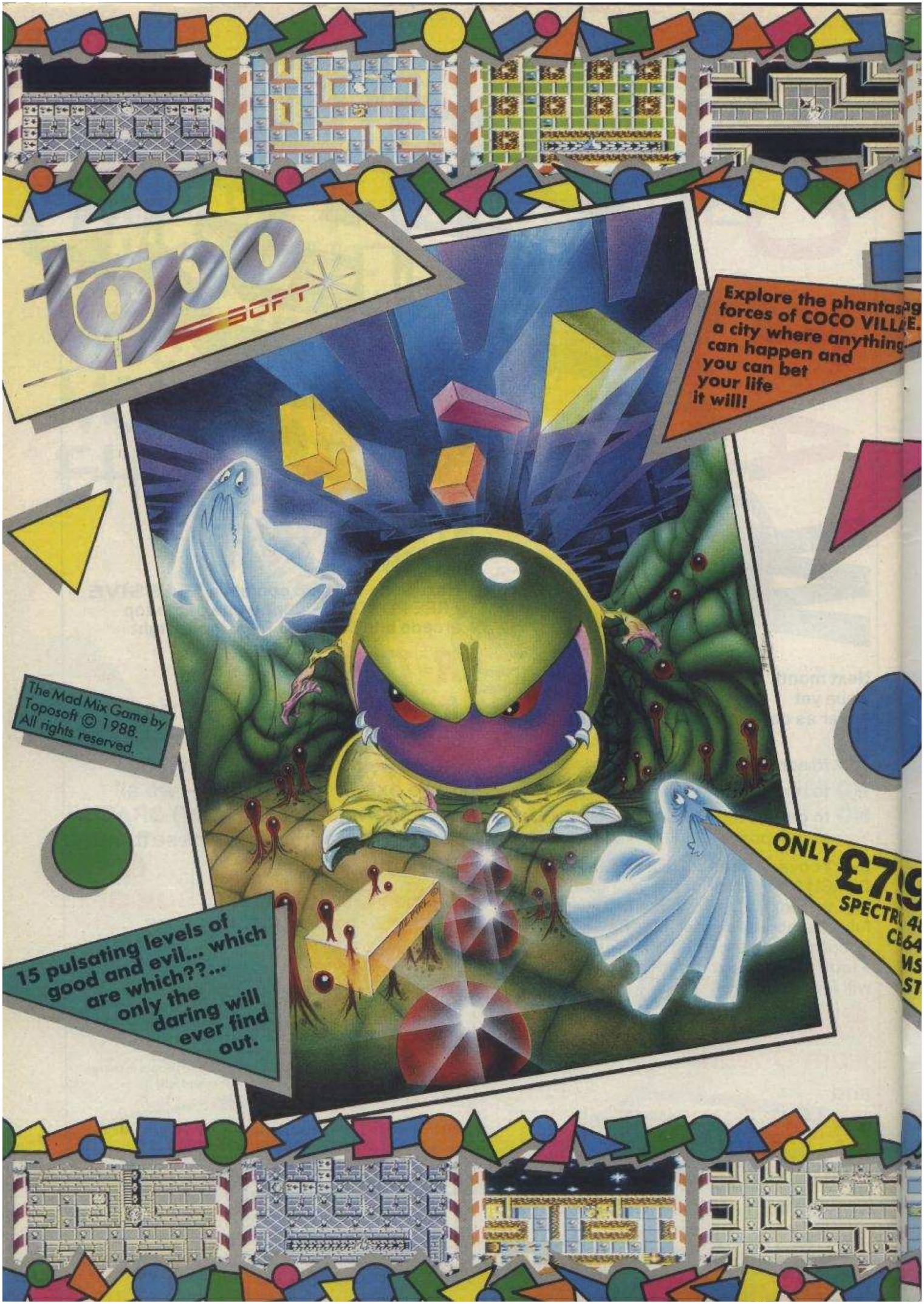
- ***PLAYING TIPS*** More than Nick Roberts can eat!!
- ***MONITOR*** Mel Croucher looks at amusing computer crimes
- ***CRASH CHALLENGE*** Robin Candy plays *The Empire Strikes Back*
- ***COMPUTERS IN TV*** We look at computers as TV stars
- ***COMPETITIONS*** We continue to offer the best prizes
- ***OPEN TO QUESTION*** Your questions put to the people in charge
- ***PC SHOW REPORT*** What happened, where and why
- ***PLUS MUCH MUCH MORE***

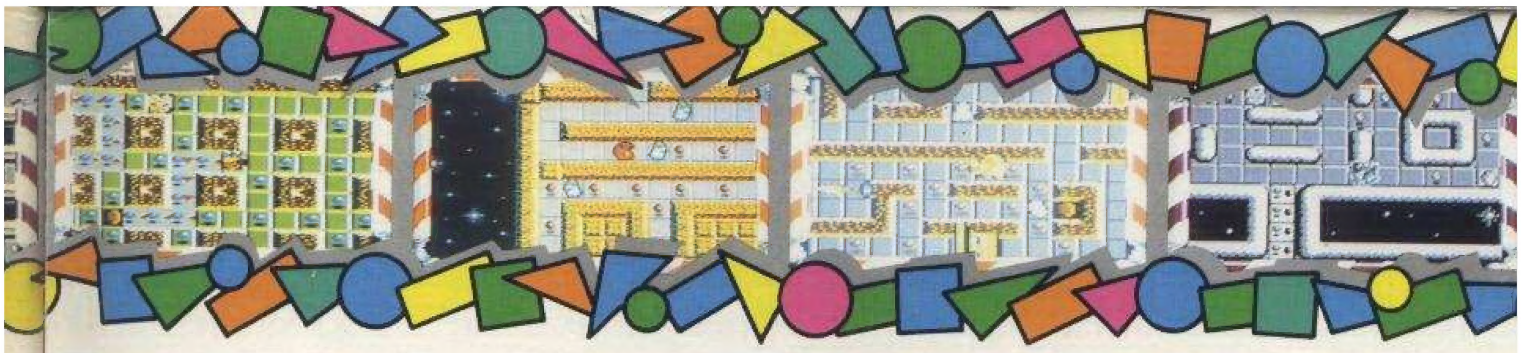
All this and more in the November issue of CRASH. Place your order now! You won't want to miss this!

CRASH – more than a review magazine

ON SALE OCTOBER 20

WE RESERVE THE RIGHT TO CHANGE AND IMPROVE THE CONTENTS


topo SOFT
Explore the phantas forces of COCO VILL a city where anything can happen and you can bet your life it will!
The Mad Mix Game by Toposoft © 1988. All rights reserved.
ONLY £7.
SPECTR
15 pulsating levels of good and evil... which are which??... only the daring will ever find out.



THE PEPSI CHALLENGE

MAD MIX GAME

From two giants comes a giant name... Pepsi and U.S. Gold launch the most original computer challenge series of the century. The Pepsi Challenge Mad Mix Game is an addictive, colourful extravaganza of ghouls and demons in the most spectacular traditions of computer entertainment... with a little 21st century trickery thrown in to torment you. Match your changeable persona to meet the metamorphosis of your mysterious adversaries and you'll find there's hardly a second to spare as you try to outwit, outgun and outrun their outrageous behaviour.

And most importantly, The Pepsi Challenge Mad Mix Game has been specially selected to lead the Pepsi/U.S. Gold Computer Challenge Series... and if you want to know more about this opportunity, watch the press for details *(better still, buy one and gain entry to the most exciting challenge of the century).*

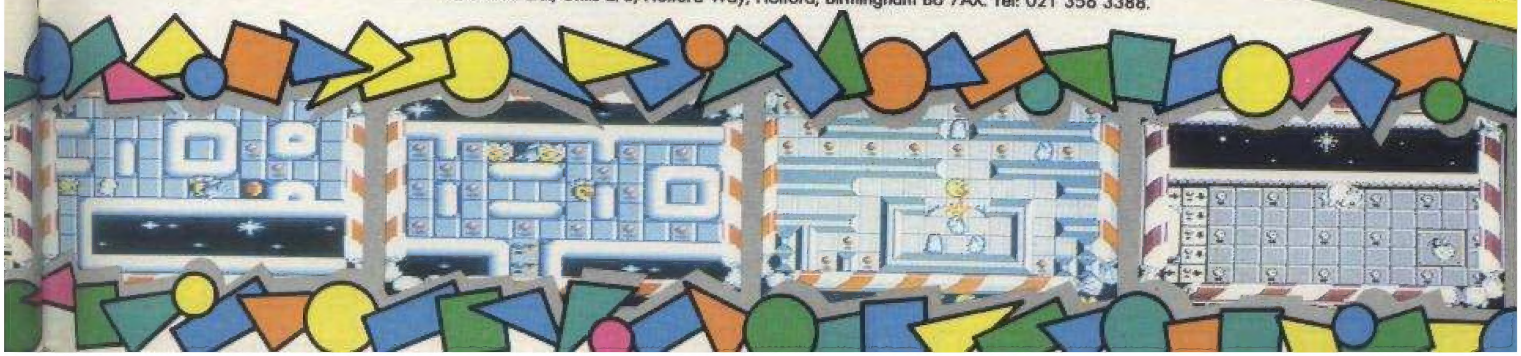
99 TAPE (DISK £11.99)
48/128K
64/128K
AMSTRAD
ST £14.99

FANTASTIC PRIZES
HUNDREDS OF WINNERS
Buy the Pepsi Challenge Mad Mix Game now for further details.

U.S. GOLD

PEPSI

U.S. Gold Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.



THE ARCADE COMPILATION OF THE YEAR

TAITO®

COIN-OP Hits

© TAITO CORP. 1987

RASTAN The Warrior King. Lands that produce men of legend, dragon slayers, lie in his shadow – guardians of evil fear his fire spewing sword, the axe he wields as swift as lightning. State of the art programming makes a true simulation of the Arcade for your home micro, enjoy superb graphics and realistic action as RASTAN takes on a world of dangers – magical wizards, fire breathing lions, bats, snakes, skeletons and finally the living dead. Is it more than you can handle?

© TAITO CORP. 1987

SLAP FIGHT You are the pilot of the Slapfighter and must destroy the evil alien swarms which confront you, wave after deadly wave on the ever hostile planet of Grac. To aid you in your challenge collect icons and substantially increase your fire power and speed. Superb graphics and split second timing give this game an addictive edge.

© TAITO CORP. 1988

RENEGADE REBEL WITHOUT A CAUSE? In the knife-edge world of the vigilante there is no place to rest, no time to think – but look sharp – there is always time to die! From the city subways to the gangland ghettos you will always encounter the disciples of evil who's mission it is to exterminate the only man on earth who dares to throw down the gauntlet on their path – the Renegade. PLAY RENEGADE.. PLAY MEAN!

© TAITO CORP. 1987

ARKANOID The era and time of this story is unkown. After the mothership "Arkanoid" was destroyed, a spacecraft "Vaus" scrambled away, only to be trapped in the void.. You control the Vaus and have to penetrate 32 levels and then confront the "Dimension Changer" whom you must destroy in order to reverse time and ressurect the "Arkanoid." Frantic action and split second timing combine to produce the most addictive and compulsive game.

© TAITO CORP. 1987

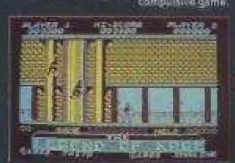
FLYING SHARK HOT FROM THE ARCADES. Flying Shark is the definitive conversion of this shoot-em-up, chart-topping classic hit from Taito. Develop your strategy as you face swarms of enemy planes, tanks, gun emplacements and a host of sea-borne craft as you bomb, blast and battle your way into arcade history.

© TAITO CORP. 1986

ARKANOID REVENGE OF DOH. Eons have passed...yet despite apparent annihilation in the original ARKANOID game, Dimension-controlling force "DOH" has come back to life, and occupying the huge space-craft ZARO, has entered our Universe. ARKANOID type space-fighter MIXTEC runs through long forgotten computer data until it finds the answer to his threat..."VAUS 2" is launched and speeds towards the threatening alien presence, before it can extract its revenge..."The Revenge of Doh"

© TAITO CORP.

BUBBLE BOBBLE TAITO'S NO 1 ARCADE HIT IS HERE! Meet Bub and Bob, two of the busiest beasties you ever saw, as they battle their way across 100 levels of controlled chaos in search of their girlfriends (ahhh!). Jump around picking up goodies and secret weapons as you seek to outsmart your enemies, but beware...hang around too long and you'll face Baron von Blubba, from whom there's no escape!



© TAITO CORP.

LEGEND OF KAGE Legend has it that long ago in Japan the beautiful Princess Kiri was kidnapped by the evil Dragon King, and Hage, a young ninja who was walking with her in the forest at the time, was given the formidable task of rescuing her. You must help Hage in his quest through the forest to the Dragon King's palace, gain entrance, find Kiri and take her to safety, while avoiding the Dragon King's ninja guards.

AVAILABLE ON
SPECTRUM
AMSTRAD
COMMODORE

Imagine ...the name of the game

CASSETTE
£12·95
ALSO AVAILABLE ON DISK

Imagine Software · 6 Central Street · Manchester M2 5NS · Tel: 061 834 3939 · Telex: 669977